

# DRAGON\*CON GAMING GUIDE



auGUST 31-SEPTemBeR 3, 2012  
aTLaNTa, GEORGia

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## TOURNAMENT GAMING INTRODUCTION AND SCHEDULE

All gaming is now under one roof in the Atlanta Hilton Hotel. Online Gaming (MMO), formerly in the Sheraton Atlanta, is now located in the Grand Salon E across from the Walk of Fame.

We have also added a brand new track this year; Video Gaming. See page 54 for full details.

We've even included maps, detailing which floor and what not various gaming events are being held on. We've got signs as well to help direct you to the proper floor and room. If all else fails and you have trouble finding a room or event please ask the staff at Gaming Registration located in the Galleria level of the Hilton—the bottom floor.

Most games, not all run under our 4 hour session system. It's worked for years and years and since we've ALL memorized the session times, it is too late to change now. If a given event shows no duration assume it is three and a half or four hours. If there is no cost listed, assume it is free.

### **Session numbers:**

Friday	Saturday	Sunday	Monday	Time
1	5	9	13	9:00 AM–1:00 PM
2	6	10	14	1:00 PM–5:00 PM
3	7	11	<b>GO HOME!</b>	6:00 PM–10:00 PM
4	8	12		10:00 PM–2:00 AM

Ideally tournament judges will manage their time so that each game is finished with fifteen minutes left in the session allowing everyone time to get to the next game. Large tournaments in some of the gaming areas do not follow this pattern, and some games run over one and a half or two sessions which is usually noted in the description area for that event. When you are looking at events in the listings, you will see that events are typically referred to by their session numbers and not the day or time.

The friendly staff at Gaming Registration should also be able to answer any questions you might have or help you find the answers you need. Gaming Registration will be open Thursday evening for you early birds at 8:00 PM, and also every day of the convention at 8:00 AM. Gaming Registration is located in the Galleria in the Atlanta Hilton. After you descend the stairs into the Galleria level, hang a left and look straight ahead.

In order to play in most events you will need an event ticket. Most event tickets cost \$3.00, but there are some free demonstration games and a few are more expensive. There are also Collectable Card Games that charge more but that ticket usually includes the cards you will use in your game. You can also purchase generic tickets that are usable at any event. If an event is sold out you can show up for that event with a generic ticket and if anyone with a "real" ticket for that event does not show up you will be able to step in. This is particularly true for the larger events where there is more of a chance of a no show or cancellation.

People often ask why Dragon\*Con charges for tickets, and we answer this question the same way we have for years and years (it's kind of a tradition) and there are two major reasons. The first is to fund prizes for the events. We award "Dealer Coins" to the winners of some events that can be used as credit in the Exhibition Hall and the Dragon\*Con Store in the Marriott. Each coin is valued at \$5.00 in credit. For some of the major events we have plaques and awards made. The second reason we charge admission for most events is to ensure attendance of events. We've learned that players are much more likely to show up for a game if they've already spent \$3.00 on a ticket. When we tried not charging for events and signed up players on registration sheets in the past. However, many players signed up for everything they were remotely interested in and then only played the events they were most interested when the time came. This was unfair to fellow gamers and judges who would never know if all the names on a given registration sheet would show up.

## NEW FOR 2012—VIDEO GAMING TRACK

Video games. Four days. Non-stop...well, almost! For the first time ever at Dragon\*Con, video games have their very own track! Join us for days of panels, lectures and discussions all about the video games you love. This track has been created by insiders from the games industry and promises info about games you want, conversation on hot topics facing the industry, and real professionals working in real jobs making real games. And of course, you want premieres, right? We've got those, too. Come on over! And there will be cake.

### MECHCORPS AT DRAGON\*CON

MechCorps is place to let off steam by beating on your friends in a virtual arena by driving Giant Robots loaded to the teeth with guns, lasers, missiles and all types of weaponry. So, twelve players at a time enter the cockpit simulator pods after a short training session. Each player uses seven display screens, over 50 controls, foot pedals, throttle and joystick to take on all others. The game is easy to learn, but hard to master. Adjustable skill levels allow the novice to enjoy the game, but can also give the veterans a challenge. MechCorps is located on the Galleria level in the northeast corner, just look for the Pods.

### SUNMESA EVENTS

Sunmesa Events has partnered with Dragon\*Con to host more *Magic: The Gathering* and other CCG events than you can possibly play. Endless drafts, tournaments for complete sets of foils will also be available.

Dozens of free, casual and learn to play events, all supported by expert judges and staff..

### TEAM TRIVIA AT DRAGON\*CON

Come join us on Saturday night in a little game of knowledge! For teams of up to eight players, with questions on everything from Geekology to Science to Sports, you are guaranteed to be challenged! See page 7 for details.

### SETTLERS OF CATAN WORLDWIDE CHAMPIONSHIP QUALIFIER

Qualify for a seat at GenCon where you will compete to be one of two US participants in the World Wide Catan Championship in Germany. The winner at Dragon\*Con gets badge, hotel, travel and tournament expenses paid for the World Wide Catan Championships at GenCon Indy next year.

### GET YOUR DRAGON\*CON APP!

As you might have heard, we have been hard at work on a brand new Dragon\*Con app! Available for iPod/iPhone/iPad, Android, and Blackberry, you can use the QR code below to redirect your browser to the app that works with your system.

Features include:

- ❖ Full schedule, available even when you aren't logged onto a network;
- ❖ The ability to customize your own schedule, that will update as we make changes (internet connection required for updates);
- ❖ Floor maps for all of the hotels;
- ❖ Twitter feed, and the ability to post to your twitter account from the app;
- ❖ News feed sourced by the *Daily Dragon*;
- ❖ Full guest list, with all the panels for those guests;
- ❖ Exhibitor/Dealer list and maps;

And so many more features, see for yourself today!



# BOARD GAMES

## Board Games Membership

**System:** Board Gaming  
**Ribbon**  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:**  
**Duration:** n/a  
**Cost:** \$5.00

2012 Board Games Membership allows use of the Dragon\*Con board games library all weekend.

## Dominion Skirmishes

**System:** Dominion  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 2 PM–6 PM, Fri 7 PM–11 PM, Sat 7 PM–11 PM, Sun 4 PM–8 PM  
**Duration:** 4 hrs.  
**Cost:** \$2.00  
**GM:** Board Games Staff

In Dominion, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can "buy" as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

From the back of the box: "You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams! You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion! In all directions lie fiefs, freeholds, and feodums. All are small bits of land, controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner.

"But wait! It must be something in the air; several other monarchs have had the exact same idea. You must race to get as much of the unclaimed land as possible, fending them off along the way. To do this you will hire minions, construct buildings, spruce up your castle, and fill the coffers of your treasury. Your parents wouldn't be proud, but your grandparents, on your mother's side, would be delighted.

## Chimera Isle

**System:** Chimera Isle  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** Fri 3 PM, Sat 3 AM, Sun 3 PM  
**Duration:** 2 hrs.  
**Cost:** Free  
**GM:** Kevin Lanzing

The players in Chimera Isle are capricious nature spirits, observing and subtly influencing the ecosystem. Chimera Isle is a light strategy game for 3–6 players. Each game is a social experience including elements of

salesmanship, diplomacy, and bluffing. The players are bizarre animal species trying to survive and thrive on Chimera Isle. Players will compete for territory and resources, but sometimes the best way to help yourself is to help others. No previous experience necessary—all are welcome!

## Diplomacy

**System:** Diplomacy  
**Difficulty:** Complex  
**Req. Exp.:** Expert  
**Sessions:** Sat 1 PM–7 PM, Sun 1 PM–7 PM  
**Duration:** n/a  
**Cost:** \$3.00  
**GM:** Staff

This classic game of pure negotiation has taken many forms over the years. In the game, players represent one of the seven "Great Powers of Europe" (Great Britain, France, Austria, Germany, Italy, Russia or Turkey) in the years prior to World War I. Play begins in the Spring

of 1901, and players make both Spring and Autumn moves each year. There are only two kinds of military units: armies and fleets. On any given turn, each of your military units has limited options: They can move into an adjoining territory, support an allied unit in an attack on an adjoining territory, support an allied unit in defending an adjoining territory, or hold their position. Players instruct each of their units by writing a set of "orders." The outcome of each turn is determined by the rules of the game. There are no dice rolls or other elements of chance. With its incredibly simplistic movement mechanics fused to a significant negotiation element, this system is highly respected by many a gamer.

## Flash Point: Fire Rescue

**System:** Players compete to put out house fires  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** Fri 1 PM, Sat 1 PM, Sun 1 PM  
**Duration:** 2 hrs.  
**Cost:** Free  
**GM:** Kevin Lanzing

Flash Point: Fire Rescue is a cooperative board game for 1–6 players. The players are firefighters at the scene of a house fire. Players must work together as a team to control the fire and rescue victims. Games average 30–45 minutes.

This event is hosted by the designer, Kevin Lanzing.

## Fossil Hunters

**System:** Family Games  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** Fri 6 PM, Sat 6 PM, Sun 6 PM  
**Duration:** 2 hrs.  
**Cost:** Free  
**GM:** Kevin Lanzing

Fossil Hunters is a game of area control and set collection for 2–4 players. Players are paleontologists working in the field to excavate dinosaur fossils. Players will compete and collaborate to collect the fossils they need.

Complete skeletons score better than loose fossils, and big dinosaurs score better than small ones.

This game is hosted by the designer, Kevin Lanzing.

## Gloom

**System:** Gloom  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 1 PM, Sat 9 AM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Megan Becker

The world of Gloom is a sad and benighted place. The sky is gray, the tea is cold, and a new tragedy lies around every corner. Debt, disease, heartache, and packs of rabid flesh eating mice just when it seems like things can't get

any worse, they do. But some say that one's reward in the afterlife is based on the misery endured in life. If so, there may yet be hope—if not in this world, then in the peace that lies beyond.

## Gloom

**System:** Gloom  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 9 AM, Sat 9 AM, Sun 9 AM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Megan Becker

The world of Gloom is a sad and benighted place. The sky is gray, the tea is cold, and a new tragedy lies around every corner. Debt, disease, heartache, and packs of rabid flesh eating mice—just when it seems like things can't get

any worse, they do. This is a card game demo.

## Introduction to Eurogames: 7 Wonders

**System:** Various  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** Sat 6 PM, Sat 8 PM, Mon 1 PM, Mon 3 PM  
**Duration:** 1.25 hrs.  
**Cost:** Free  
**GM:** Dave Leach

Created for first-time players, this series teaches the most popular strategy board and card games from around the world. Lead an ancient civilization to greatness in the card game 7 Wonders. Will you create a militaristic nation, or will your land thrive on

scientific research? A tactical game of card drafting set among the glories of antiquity that plays well with large groups. Ages 12 and up.

## Introduction to Eurogames: Bohnanza

**System:** Various  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** Fri 6 PM, Fri 8 PM, Sun 1 PM, Sun 3 PM  
**Duration:** 1.5 hrs.  
**Cost:** Free  
**GM:** Dave Leach

Created for first-time players, this series teaches the most popular strategy board and card games from around the world. The German word for bean is “bohne,” and there are indeed plenty of beans in Bohnanza. You’ll need to wheel and deal with your opponents to get the cards you want (and ditch the ones you don’t). There’s never a dull moment, even when it isn’t your turn. Ages 12 and up.

## Introduction to Eurogames: Carcassonne

**System:** Various  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** Fri 9 AM, Fri 11 AM, Sat 10 PM, Sat Midnight  
**Duration:** 1.5 hrs.  
**Cost:** Free  
**GM:** Dave Leach

Created for first-time players, this series teaches the most popular strategy board and card games from around the world. The southern French city of Carcassonne is famous for its ancient stone fortress. In the tile laying game of the same name, players build a map of walled cities, roads, farms and cloisters. Tiles are placed similarly to dominoes in this modern classic. Ages 10 and up.

## Introduction to Eurogames: Dominion

**System:** Various  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** Sat 1 PM, Sat 3 PM, Mon 9 AM, Mon 11 AM  
**Duration:** 1.25 hrs.  
**Cost:** Free  
**GM:** Dave Leach

Created for first time players, this series teaches the most popular strategy board and card games from around the world. In the card game Dominion you play a monarch of a small kingdom. A few estates and a modest treasury is nice, but a village would be lovely, or perhaps some minions. Called “a collectible card game without the collecting,” fans of M:tG will find much to like. Ages 12 and up.

## Introduction to Eurogames: Kingdom Builder

**System:** Various  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** Sat 9 AM, Sat 11 AM, Sun 10 PM, Sun Midnight  
**Duration:** 1.25 hrs.  
**Cost:** Free  
**GM:** Dave Leach

Created for first time players, this series teaches the most popular strategy board and card games from around the world. At its heart, Kingdom Builder is a game of placing three houses on a map such that they touch. An area control game that exemplifies the best design features of Euros, including a gameboard, options, and victory conditions that change from play to play. Ages 10 and up.

## Introduction to Eurogames: Saboteur

**System:** Various  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** Fri 10 PM, Fri Midnight, Sun 6 PM, Sun 8 PM  
**Duration:** 1.25 hrs.  
**Cost:** Free  
**GM:** Dave Leach

Created for first time players, this series teaches the most popular strategy board and card games from around the world. In the card game Saboteur you're a dwarf, and there's nothing a dwarf loves more than gold. Digging a mine is hard work, though, and

accidents happen. One of the best implementations of a "werewolf" game, where the key is figuring out who your teammates are. Ages 10 and up.

## Introduction to Eurogames: Ticket to Ride

**System:** Various  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** Fri 1 PM, Fri 3 PM, Sun 9 AM, Sun 11 AM  
**Duration:** 1.5 hrs.  
**Cost:** Free  
**GM:** Dave Leach

Created for first time players, this series teaches the most popular strategy board and card games from around the world. In Ticket to Ride, players link North American cities with rail connections, building a transportation network to service their passengers'

tickets. Widely considered one of the hobby's best "gateway games"—perfect for newcomers to modern strategy gaming. Ages 10 and up.

## Saturday Evening Team Trivia

**System:** Team Trivia  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:**  
**Duration:** 2 hrs.  
**Cost:** \$5.00  
**GM:** Phil Collins

Come join us on Saturday night in a little game of knowledge! Team Trivia event for teams of up to 8 players per team.

Eight rounds of questions guaranteed to challenge:

- ❖ General Knowledge x2
- ❖ TV/Film
- ❖ History/Geography
- ❖ SCIENCE!!!!
- ❖ Sports
- ❖ Literature
- ❖ Geekology

Come out and prove you and your friends are the biggest Smarties... at the show!

## Settlers of Catan Championship Qualifier

**System:** Settlers of Catan  
**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** Fri 1 PM, Sat 1 PM, Sun 7 PM  
**Duration:** 6 hrs.  
**Cost:** \$10.00  
**GM:** Mayfair Games

Dragon\*Con Welcomes Mayfair games back to host a regional qualifier for the North American Catan Championship.

Winner of the finals earns a trip to Indianapolis for GenCon 2013.

## Star Fleet Battles

**System:** StarFleet Battles  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 9 AM–1 PM, Fri 1 PM–5 PM, Fri 6 PM–10 PM, Fri 5 PM–Sat 2 AM, Sat 9 AM–1 PM, Sat 1 PM–5 PM, Sat 6 PM–10 PM, Sat 10 PM–Sun 2 AM, Sun 9 AM–1 PM, Sun 1 PM–5 PM, Sun 6 PM–10 PM, Sun 10 PM–Mon 1 AM  
**Duration:** 2 hrs.  
**Cost:** \$3.00  
**GM:** Tom McSweeney

Star Fleet Battles is a turn-based strategic, table-top game of Starship combat in the Star Trek Universe. GDW Games Star Fleet Battles is one of the longest running tournament games at Dragon\*Con and continues to draw large numbers of new and experienced players every year. This year, in addition to the annual Rated-Ace tournament, we are featuring a new "Weekend-long campaign" using the new "SFB-Lite" (Federation Commander) system learnable in minutes.

Tournament costs 3 tickets, all other games are free all weekend. All equipment will be provided and a Federation Commander set will be awarded to the new player with the most games completed.

## The Resistance

**System:** Party game of social deduction  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** Fri 8 PM, Sat 8 PM, Sun 8 PM  
**Duration:** 2 hrs.  
**Cost:** Free  
**GM:** Kevin Lanzing

The Resistance is a simple but devious card game of duplicity and trust. This game is similar to Werewolf or Mafia, but with more actual deduction. The brave men and women in the Resistance struggle to overthrow their corrupt

government, but to succeed they must uncover the spies in their midst. A game for 5–10 players that plays in under an hour.

# COLLECTIBLE CARD GAMES

## 2E Decipher Sealed Starter Deck Tournament

**System:** Star Trek: CCG  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Fri Noon  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Rick Kinney

This is a Decipher 2E sealed starter deck tournament. Bring any of the six sealed Decipher starter decks and four sealed Decipher produced booster packs. We open our booster packs and

add/exchange any of the cards with those in the starter deck to create our draw deck, dilemma pile and mission selectons. Scheduled for three rounds unless we have eight or more players, then it will go four rounds.

## 2E Slipstream Tournament

**System:** Star Trek: CCG  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Mon 1 PM  
**Duration:** 2.5 hrs.  
**Cost:** \$3.00  
**GM:** Rick Kinney

This is a 2E Slipstream tournament. It is a standard constructed deck format but you only need to score 70 points and solve one planet and one space mission to win. Rounds are limited to 30

minutes. Fastest deck does it! All tournament legal cards are valid. Time to try out that really fast deck design you have been thinking about. Scheduled for three rounds if there are less than nine persons.

## 2E Standard Constructed Deck Tournament

**System:** Star Trek: CCG  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Sat 3 PM  
**Duration:** 4.5 hrs.  
**Cost:** \$3.00  
**GM:** Rick Kinney

This will be a 2E standard constructed deck tournament. All tournament legal cards are valid.

The event is scheduled for three rounds unless we have eight or more players, then we will play four rounds.

## 2E Virtual Starter Deck Tournament

**System:** Star Trek: CCG  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Sun 1 PM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Rick Kinney

This will be a Continuing Committee produced Virtual Starter Deck Tournament. Players must bring a current virtual starter deck, cut and sleeved with backers. In addition, bring an 11

card virtual booster pack consisting of your choice of Continuing Committee produced virtual cards. No duplicates of any cards in the starter deck or in the booster pack itself are allowed.

## College Days

**System:** Mad Scientist University  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 1 PM, Sat 1 PM, Sun 1 PM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Megan Becker

Polish up your laser gun, get your maniacal laugh ready. You're about to enroll in Mad Scientist University! Whichever student devises the most evilly ingenious schemes will pass with honors. The rest will be set home... in boxes... one piece at a time. Demo game.

## Dragon\*Con MTG League

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Fri 1 PM, Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM  
**Duration:** 1 hr.  
**Cost:** \$3.00  
**GM:** Glenn Godard

Event runs from bell to bell with continuous open play. Play as much or as little as you enjoy. Each player starts with a random intro pack. Play other League players and gain cards for your deck.

Casual Not Single Elimination

## Mad Scientist University

**System:** Mad Scientist University  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Sun 9 AM, Sun 1 PM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Megan Becker

Polish up your laser gun, get your maniacal laugh ready. You're about to enroll in Mad Scientist University!

Whichever student devises the most evilly ingenious schemes will pass with honors. The rest will be set home... in boxes... one piece at a time.

## MTG 4 Pack Sealed

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Sat 1 AM  
**Duration:** 3 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$20

Each player will receive a 4 Boosters to build a minimum 30 card deck.

Players play 3 rounds.

Players with 3 wins get both 2 boosters and 1 pull from the Foil Chest.

Players with 2 wins get either a booster or 1 pull from the Foil Chest.

Casual Sanctioned—Not Single Elimination

## MTG 8-Man Constructed for a Box

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Fri 1 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM  
**Duration:** 3 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$16

Available any time, all weekend long.  
A new table will start each time we have 8 players.  
**Prizes:** 36 Boosters to 1<sup>st</sup>. Available for any rated MTG constructed format.  
Sanctioned—Single Elimination—Recurring

## MTG Chase the Foils M13 Sealed

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Fri 6 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$20

Each player will get six (6) M13 boosters to build a deck. All players will get 1 foil promo card. Prizes will be based on points after 4 rounds:  
12 pts = 3 more foil promo cards and 4 boosters

9-11 pts = 2 more foil promo cards and 2 boosters  
6-8 pts = 1 more foil promo card and 1 booster

Players getting multiple foil promo cards will not get duplicates.

Sanctioned—Not Single Elimination

## MTG 8-Man Single Elim Draft

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Fri 1 PM, Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM  
**Duration:** 3 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$16

Available any time, all weekend long.  
A new table will start each time we have 8 players.  
**Prizes:** 6 Boosters to 1<sup>st</sup>, 4 Boosters to 2<sup>nd</sup> and 1 Booster each to 3<sup>rd</sup> and 4<sup>th</sup>.  
Sanctioned—Single Elimination—Recurring

## MTG Commander League

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Fri 1 PM, Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM  
**Duration:** 1 hr.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$10

Event runs from bell to bell with continuous open play.

Play as much or as little as you enjoy.

Use your own Commander (EDH) deck in duels or multiplayer.

Play other League players and get cards from the loot box.

Casual Not Single Elimination

## MTG 8-Man Swiss Draft

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Fri 1 PM, Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM  
**Duration:** 3 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$16

Available any time, all weekend long.  
A new table will start each time we have 8 players.  
**Prizes:** 1 Booster per match win.  
Sanctioned—Not Single Elimination—Recurring

## MTG From the Vault Dragons

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Sun 6 PM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$16

Standard Constructed.  
Rounds based on number of Players.

Winner gets a From the Vault: Dragons.

Sanctioned—Not Single Elimination

## MTG Avacyn Restored "Shiny Sealed"

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Sat 11 AM  
**Duration:** 8 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$30

Each player will receive a 6 Avacyn Restored Boosters to build their deck.  
The will go for "Swiss +1" rounds, based on the number of players.  
Complete Foil Sets of Innistrad, Dark Ascension, and Avacyn Restored will be distributed.

## MTG Innistrad Block Sealed

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Sat 6 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$25

Each player will receive 2 Innistrad, 2 Dark Ascension, and 2 Avacyn Restored boosters to build their deck.

All players will get a promo card plus Avacyn Restored boosters based on record after 4 rounds of play.

Sanctioned—Not Single Elimination

The Top 32 finishers will draft out the foil sets rotisserie style until each player has 20 foils.

Sanctioned—Not Single Elimination

## MTG Learn to Play

**System:** Magic: the Gathering  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 1 PM, Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM  
**Duration:** 0.75 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** Free

Available any time, all weekend long.  
A new table will start each time we have 4 players.  
Each player will receive a Demo Deck, a brief tutorial, and then play in a 4 player "Learn to Play" event.  
Casual Sanctioned—Recurring

## MTG Pick Your Prize Standard

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Sat 6 PM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$16

Standard Constructed.  
Rounds based on number of Players.  
Winner can select from on hand foil sets.  
Sanctioned—Not Single Elimination

## MTG Theme Deck Tournament

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:**  
**Duration:** 3.5 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$15

Each player will receive a random Intro Pack from a recent Magic Expansion.  
Prizes and Duration will be based on the number of players.  
Casual Sanctioned—Not Single Elimination

## MTG Two-Headed Giant Sealed

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Fri 1 PM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$40 Team Entry (\$20 per player)

Each team will receive 8 Avacyn Restored boosters to build 2 decks.  
Prizes and rounds will be based on the number of teams.  
Sanctioned—Not Single Elimination

## No Secrets: Atlanta

**System:** Vampire: The Eternal Struggle  
**Difficulty:** Detailed  
**Req. Exp.:** Some  
**Sessions:** Fri 7 PM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** David Tatu

No Secrets: Atlanta. Vampire: The Eternal Struggle. Sanctioned Standard Constructed Tournament: 2 preliminary rounds (players play both rounds) and final round for the top 5 players. The event will be multi judged and if there are 12 or less players this will be a multi deck event (may change decks between each round). Booster packs and promos for all, additional prizes for the winner.

## MTG M13 Sealed

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Mon 9 AM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$25 Entry

Each player will receive six (6) M13 boosters to build their deck.  
Prizes and rounds will be based on the number of players.  
Sanctioned—Not Single Elimination

## MTG Minimaster

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Fri 1 PM, Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM  
**Duration:** 2 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$7

Available any time, all weekend long.  
A new table will start each time we have 4 players.  
Each player makes a deck of any from 1 booster.  
Win and advance and get another booster.  
Lose and keep your cards and you're done.  
Casual Sanctioned—Single Elimination—Recurring

## MTG Onslaught Sealed

Sponsored by Troll and Toad

**System:** Magic: the Gathering  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Sun 1 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00  
**GM:** Glenn Godard  
**Entry Fee:** \$40

Each player will receive an Onslaught tournament pack and 3 Onslaught boosters to build their deck.  
Players will win Avacyn Restored boosters based on record after 4 rounds of play.

Sanctioned—Not Single Elimination

## ***Ren Faire***

**System:** On the Edge  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 9 AM,  
Sat 1 PM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Megan Becker

You and your friends are newbies at the Renaissance faire. Food, music, mock combat ... it sounded like some kind of off beat rock concert! Problem is, you stick out like a sore thumb. In a crowd of buccaneer hats

and faerie wings, you're the only ones in shorts and t shirts. Now you and your friends have one afternoon to assemble the ultimate Renaissance costume, but you're low on cash and the only way to earn more is to perform for the crowd!

## ***Star Trek CCG 1E Block OTF***

**System:** Star Trek: CCG  
**Difficulty:** Detailed  
**Req. Exp.:** Some  
**Sessions:** Sat 9 AM  
**Duration:** 5 hrs.  
**Cost:** \$3.00  
**GM:** Scott Baughman

Star Trek CCG First Edition Block Official Tournament Format. Join us for the latest in First Edition Star Trek CCG fun, Block format! Only sets from the most recent Continuing Committee expansions are

allowed in this format. For a complete list of which sets are currently legal, please see [www.trekcc.org](http://www.trekcc.org). Entry fee \$5 and prizes are provided.

## ***Star Trek CCG 1E Open***

**System:** Star Trek: CCG  
**Difficulty:** Easy  
**Req. Exp.:** Expert  
**Sessions:** Sun 5 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00  
**GM:** Scott Baughman

Star Trek CCG First Edition Open format—it's Sunday night at Dragon\*Con...that means ANYTHING GOES! The Open format allows for an incredible amount of diversity in the first edition Star Trek CCG. Entry fee

\$5, prizes will be provided.

## ***Star Trek CCG 1E Standard OTF***

**System:** Star Trek: CCG  
**Difficulty:** Complex  
**Req. Exp.:** Expert  
**Sessions:** Fri 4 PM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Scott Baughman

The Star Trek Customizable Card Game, First Edition is one of the oldest CCGs on this planet—or any other! Come join us for the Standard Official Tournament Format at Dragon\*Con. For more

information see [www.trekcc.org](http://www.trekcc.org). Entry fee is \$5 and prizes are provided.

## ***Torpid Blood: Atlanta***

**System:** Vampire: The Eternal Struggle  
**Difficulty:** Detailed  
**Req. Exp.:** Some  
**Sessions:** Sat Noon  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** David Tatu

Torpid Blood: Atlanta. Vampire: The Eternal Struggle. Sanctioned Standard Constructed Tournament: 2 preliminary rounds (players play both rounds) and a final round for the top 5 players. The event will be multi judged.

Booster packs and promos for all, additional prizes for the winner.

## ***V:TES Duffin Draft: Atlanta***

**System:** Vampire: The Eternal Struggle  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Mon 10 AM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** David Tatu

Duffin Draft: Atlanta. Vampire: The Eternal Struggle. Non Sanctioned draft event. 3 Rounds of Duffin Draft (one new booster pack drafted each round, start w/12 pool, unlimited transfers, 4 pool for an oust) followed by 1

round of recursion format (min. 5 crypt/25 library/1 recursion) using cards drafted in preliminary rounds plus two more boosters. \$7.00 for 5 booster packs.

## ***V:TES United States National Championship***

**System:** Vampire: The Eternal Struggle  
**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** Sun Noon  
**Duration:** 6 hrs.  
**Cost:** \$3.00  
**GM:** David Tatu

United States National Championship Vampire: The Eternal Struggle. This is the premiere event for the USA. The winner will be the US National Champion for 2012. 3 preliminary rounds (players play all rounds) and a

final round for the top 5 players. Booster packs and promos for all, additional prizes for the winner.

## ***V:TES Duffin Draft: Atlanta***

**System:** Vampire: The Eternal Struggle  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Mon 10 AM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** David Tatu

Vampire: The Eternal Struggle. Duffin Draft: Atlanta. Mon 9/3/12 Session 13 (10 AM 2 PM) Non Sanctioned draft event. 3 Rounds of Duffin Draft (1 booster drafted each round, start w/12 pool, unlimited transfers, 4 pool for an oust) followed by 1 round of recursion format (min. 5 crypt/25 library/1 recursion) using cards drafted in preliminary rounds plus 2 more boosters. \$7.00 for 5 booster packs.

### **V:TES No Secrets: Atlanta**

**System:** Vampire: The Eternal Struggle  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Fri 7 PM  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** David Tatu

Vampire: The Eternal Struggle. No Secrets: Atlanta. Sanctioned Standard Constructed Tournament: 2 preliminary rounds (players play both rounds) and final round for the top 5 players. The event will be multi judged

and if there are 12 or less players this will be a multi deck event (may change decks between each round). Booster packs and promos for all, additional prizes for the winner.

### **V:TES Torpid Blood: Atlanta**

**System:** Vampire: The Eternal Struggle  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Sat Noon  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** David Tatu

Vampire: The Eternal Struggle. Torpid Blood: Atlanta. Sanctioned Standard Constructed Tournament: 2 preliminary rounds (players play both rounds) and a final round for the top 5 players. The event will be multi judged.

Booster packs and promos for all, additional prizes for the winner.

### **V:TES United States National Championship**

**System:** Vampire: The Eternal Struggle  
**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** Sun Noon  
**Duration:** 6 hrs.  
**Cost:** \$3.00  
**GM:** David Tatu

Vampire: The Eternal Struggle. United States National Championship. The winner will be the US National Champion for 2012. 3 preliminary rounds and a final round for the top 5 players.

Those players finishing in the top 25% are qualified to play in the NAC at Origins Game Fair in June 2013. Booster packs and promos for all, additional prizes for the winner.

### **WOW TCG Deck Builder's Challenge**

**System:** World of Warcraft—TCG  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 6 PM, Sun 6 PM  
**Duration:** 4 hrs.  
**Cost:** \$10.00  
**GM:** Glenn Godard  
**Entry Fee:** \$10.00

You must also have a Class Starter Deck which can be obtained from one of the other events or purchased separately for \$10. Then you will get 3 boosters to upgrade your deck. Booster prizes will be awarded based on record after 3 rounds of match play.

### **WOW TCG Dragon\*Con League**

**System:** World of Warcraft—TCG  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM  
**Duration:** 2 hrs.  
**Cost:** \$15.00  
**GM:** Glenn Godard  
**Entry Fee:** \$15.00

Get a random class starter. Play another person in the league and get cards from the treasure hoard.

This is an ongoing, open play event running from Friday opening to Monday closing players may join anytime and play when they like all weekend long.

### **WOW TCG Learn to Play**

**System:** World of Warcraft—TCG  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Mon 9 AM  
**Duration:** 2 hrs.  
**Cost:** Free  
**GM:** Glenn Godard

Get a FREE demo deck and learn to play.

Visit us down stairs and get another FREE demo deck.

Play in another WOW TCG event at Dragon\*Con and get a FREE Booster.

### **WOW TCG Lootapalooza**

**System:** World of Warcraft—TCG  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Sat 6 PM, Sun 1 PM  
**Duration:** 4 hrs.  
**Cost:** \$20.00  
**GM:** Glenn Godard  
**Entry Fee:** \$20.00

Get a Class Starter Deck. A loot card will be given out at random each round.

Booster prizes will be awarded based on record after four rounds of match play.

First place will also receive a Loot card.



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**Sponsored by****BATTLE & BREW****Daily Hours:** 9:00 AM–4:00 AM**Consoles:** \$3.00 per hour/ \$5.00 for 2 hours—generic tickets highly recommended, most games require player accounts to be used (client installed)*SMITE* closed beta and *Tribe: Ascend* from Hi Rez Studios available Friday through Monday.*Tribe: Ascend Free Play Tournament* on Friday, August 31, Time: TBA

Tournaments are limited and may be played by those holding tickets for the event. Tickets can be purchased, while available, at Gaming Registration. Call times are noted on the tickets. For team events, at least one member of the team must be at Call. Matches will start on time, all players must be on time or their match will be forfeit.

***Mortal Combat 9, PS3****Friday, August 31, 4:00 PM Call Time*

- ❖ The only BANNED characters are Kratos and any DLC characters. And Kratos' stage is BANNED as well.
- ❖ The Tournament is double elimination with best 2 out of 3 sets per match. In each set, there will be best of 3 rounds with a 90 SEC time limit for each round.
- ❖ Outside controllers permitted, provided they aren't gameplay modded.
- ❖ No button mapping/binding allowed; default settings.
- ❖ Pressing the start button or home button during a round will instantly end the set of rounds and award it to your opponent.
- ❖ An equipment malfunction from your own equipment during match play will result in rewarding the set to your opponent. Any malfunction from any in house equipment will result in a set restart.
- ❖ Winner of the loser's bracket will face the champion of the winner's bracket in the GRAND FINALS. If the winner of the loser's bracket beats the winner's bracket champion, the match will reset and the one to win the next match will be the Tournament Champion.
- ❖ Prizes to be awarded to 1<sup>st</sup> and 2<sup>nd</sup> place.

***Soul Calibur 5, PS3****Friday, August 31, 8:00 PM Call Time*

- ❖ Double elimination, head to head tournament.
- ❖ Glitching, cheating, or other unsportsmanlike behavior will result in an immediate disqualification.
- ❖ Depending on volume of signups, in order to allow maximum participation in the tournament, qualification rounds may be limited to one match, while elimination rounds (quarterfinals and up) will be best 2 out of 3.
- ❖ Outside controllers permitted, provided they aren't gameplay modded.
- ❖ No button mapping/binding allowed; default settings.

- ❖ No banned characters, although availability of all characters is not guaranteed across all tournament systems.

- ❖ No order switching allowed within "best 2 out of 3" matches (elimination rounds).
- ❖ Prizes to be awarded to 1<sup>st</sup> and 2<sup>nd</sup> place.

***Starcraft 2, PC****Saturday, September 1, 5:00 PM Call Time*

- ❖ **Player accounts required.**
- ❖ Players will be placed into Amateur, Advanced, or Masters Divisions. Players will be assigned into one of 16 groups and assigned to play Matches, at various rates throughout the competition, against other Players in their group. Each group will participate in a single elimination play with the winner.
- ❖ **Player Handles:** Handles may not contain profanity, racism, sexism, references to illegal drugs, or general vulgarity. Players found with offensive Handles will be contacted by an Official and asked to edit their Handle to something more appropriate.
- ❖ **Sportsmanship:** All Players will be required to uphold and observe a universal level of sportsmanship. Unsportsmanlike conduct includes, but is not limited to, racism, use of profanity, rude acts, vulgar acts, acts of belligerence, and disrespect of an Official. Unsportsmanlike conduct may be Disputed and may be grounds for Player Disqualification by an Official. Rulings on unsportsmanlike actions are subject to the Official's interpretation and assessment of seriousness. If a Player is found in violation of this rule the following actions may happen:
  - ❖ Minor infractions as judged by an Official: Warning
  - ❖ Severe infractions or repeat minor infractions as judged by an Official: Disqualification
- ❖ **Match Crashes Player Disconnects:** If a Disconnection takes place within the first 5 minutes of the Match, the Match will be restarted. If a Disconnection takes place after 5 minutes into the Match, the Player that has Disconnected will be issued a loss.
- ❖ Prizes to be awarded to 1<sup>st</sup> and 2<sup>nd</sup> place.

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## **Super Street Fighter 4**

*Saturday, September 1, 6:00 PM Call Time*

- ❖ Tournament will be played with “Arcade Edition” of the game.
- ❖ Outside controllers permitted, provided they aren’t gameplay modded.
- ❖ Depending on volume of signups, in order to allow maximum participation in the tournament, qualification rounds may be limited to one match, while elimination rounds (quarterfinals and up) will be best 2 out of 3.
- ❖ No banned characters, although availability of all characters is not guaranteed across all tournament systems.
- ❖ No button mapping / binding allowed; default settings “Color 12” banned due to on screen visibility issues.
- ❖ Stage will be selected at random.
- ❖ Character/ultra move changes allowed between matches.
- ❖ Prizes to be awarded to 1<sup>st</sup> and 2<sup>nd</sup> place.

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## **Super Smash Brothers Brawl, Wii**

*Saturday, September 1, 8:30 PM Call Time*

- ❖ 3 stock.
- ❖ 8 minutes.
- ❖ Items are turned to off and none.
- ❖ If time runs out, the winner is determined by stock, and then by percentage.
- ❖ If both stock and percentage are identical, or a game ends with both players being KO’d simultaneously (typically because of a Sacrificial KO via Bowser’s Flying Slam or Ganondorf’s Flame Choke), then a tiebreaker is played. A tiebreakers is a 1 stock, 3 minute match with the same characters and the same stage.
- ❖ All sets with the exception of winner’s finals, loser’s finals, and the championship are best of 3 matches (best of 5 and above should be played out for any “finals” matches).
- ❖ Controller ports are determined by Rock Paper Scissors if there is a dispute.
- ❖ All people are responsible for their own control scheme/name tag and must make sure it is set before the match begins. Both players must agree to restart a match on account of a controller problem.
- ❖ Meta Knight is banned.
- ❖ Stalling is banned. (Stalling is defined as any action that deliberately avoids all conflict as to make the game unplayable. Running from an opponent to get to a better position is not considered stalling, but using chain grabs infinitely against a wall beyond 300% or using Sonic’s Homing Attack repeatedly underneath the stage is.)

- ❖ Any action that prevents the game from continuing results in a forfeiture of the match for the offender.
- ❖ Some interactions (for example, interrupting a throw with a wind attack) can cause one character to become frozen until being hit. If this happens, the free character is expected to capitalize on this in a timely manner; a failure to do so is considered stalling.
- ❖ Prizes to be awarded to 1<sup>st</sup> and 2<sup>nd</sup> place.

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## **League of Legends, Season 2 Rules, PC**

*Sunday, September 2, Noon Call Time*

- ❖ **Player accounts required.**
- ❖ **Competition Method:** 5 vs. 5.
- ❖ **Maps allowed:** Summoner’s Rift (Summer)
- ❖ **Mode:** Tournament Draft
- ❖ **Bans per team:** 3
- ❖ **Game Length:** Until the winner is determined
- ❖ **Game Winner:** The team who completely destroys their opponent’s nexus or forces their opponent to surrender.
- ❖ **Champion Selection:** Draft mode will be used. Players may only select champions that are unlocked via any means.
- ❖ **Restrictions:** There are no item/champion restrictions at this time. At the discretion of the Tournament Director or Head Admin, restrictions may be added while the tournament is in progress if there are known bugs with any items/champions.
- ❖ The home team will be decided by a coin flip. The loser of a game will receive first pick for the next game.
- ❖ Prizes to be awarded to 1<sup>st</sup> and 2<sup>nd</sup> place.

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## **Ultimate Marvel vs Capcom 3, PS3**

*Sunday, September 2, 8:30 Call Time*

- ❖ Single elimination, head to head tournament.
- ❖ Glitching, cheating, or other unsportsmanlike behavior will result in an immediate disqualification. Depending on volume of signups, in order to allow maximum participation in the tournament, qualification rounds may be limited to one match, while elimination rounds (quarterfinals and up) will be best 2 out of 3.
- ❖ Outside controllers permitted, provided they aren’t gameplay modded.
- ❖ No button mapping / binding allowed; default settings.
- ❖ No banned characters, although availability of all characters is not guaranteed across all tournament systems.
- ❖ No order switching allowed within “best 2 out of 3” matches (elimination rounds).
- ❖ Prizes to be awarded to 1<sup>st</sup> and 2<sup>nd</sup> place.

## GAMING PROGRAMMING

### Friday

#### ***When Boardgames Grew Up***

1:00 PM; Crystal Ballroom, Hilton

Talk to the founders of Mayfair games and one of the fathers of the current boardgame revolution! B. Fawcett, D. Bromley

#### ***Storytelling Through Roleplaying***

1:00 PM; Grand Salon C, Hilton

Join the masters of game storytelling. Our bestselling author and award-winning designer talk about weaving your own stories through games. T. Hickman, L. Hickman, J. Morningstar

#### ***The World of Darkness***

2:30 PM; Crystal Ballroom, Hilton

The old and the new are discussed with some of the designers. B. Bridges, M. Goodwin

#### ***Adventure Design 101***

2:30 PM; Grand Salon C, Hilton

Want to design an adventure or module? Talk to one of the lead designer of the company that refined adventure design! J. Bulmahn, C. Stiles

#### ***Game Mastery 101***

4:00 PM; Grand Salon C, Hilton

Need sage advice for running a game? Have problems in your games? Join award-winning judges who answer your questions. One of our most popular panels!

#### ***Publishing Your Own RPG***

5:30 PM; Grand Salon C, Hilton

Learn how to go from zero to published! Dream the dream and publish your own work! E. Lasanta, C. Stiles

#### ***Gaming with Children***

7:00 PM; Grand Salon C, Hilton

Want to game with your kids? Or bring gaming to the next generation? Find out more here. C. Stiles, C. Black, J. Black

#### ***Dungeon Design 101***

8:30 PM; Grand Salon C, Hilton

Join Monte Cook and Jason Bulmahn on one of our most beloved panels—how to design a dungeon! J. Bulmahn, M. Cook

### Saturday

#### ***Killer Breakfast with Tracy & Laura Hickman***

10:00 AM; Crystal Ballroom, Hilton; 2.5 Hour(s)

Extra Fee event. A GenCon favorite! Participate in this fun, interactive, live-participation game! Get killed by Tracy Hickman! T. Hickman, L. Hickman

#### ***Boardgame Revolution!***

10:00 AM; Grand Salon C, Hilton

Talk to the co-founder of Mayfair games about when the boardgame revolution started, where boardgames are going, and getting others more involved. D. Bromley

#### ***Cinematic Roleplaying***

11:30 AM; Grand Salon C, Hilton

Join the makers of the pulp-action Eberron; Xu-Wing: Ninja Crusade; and Savage Worlds in a panel on high-action and furious fun. E. Lasanta, C. Black, M. Goodwin

#### ***Xtreme Dungeon Mastery***

1:00 PM; Grand Salon C, Hilton

Join Tracy Hickman in his innovative dungeon mastery advice—take your game to the next level! T. Hickman

#### ***Indie Games Live!***

2:30 PM; Grand Salon C, Hilton

Don't just learn about the newest indie games, experience them! The audience participates in this live demo of indie game techniques! J. Morningstar

#### ***Game Design Mastery***

4:00 PM; Crystal Ballroom, Hilton

The ultimate panel on game design! Join some of the leading designers and founding fathers of table top, boardgaming, indie design, and video games. J. Bulmahn, J. Morningstar, D. Bromley

#### ***LARP!***

4:00 PM; Grand Salon C, Hilton

Working on starting up your own LARP? How do you find the right people? Where do you stage it? Find out here! M. Malis

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## **TSR**

**5:30 PM; Crystal Ballroom, Hilton**

Yes, that TSR. In this very special panel, we talk with some of TSR's greatest writers, creators, editors, and staffers. J. Rabe, M. Cook

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## **Horror in Gaming**

**5:30 PM; Grand Salon C, Hilton**

Join the head of Pinnacle as we talk about techniques, ideas, and the mystique of horror in roleplaying games. C. Black

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## **Pathfinder**

**7:00 PM; Grand Salon C, Hilton**

Find out what's next for the award-winning Pathfinder game in this one-on-one with the game's lead designer! J. Bulmahn

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## **Sunday**

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## **Monte Cook**

**11:30 AM; Crystal Ballroom, Hilton**

Join the master of table top gaming for an open forum. And be sure not to miss his special announcement! M. Cook

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## **Gamer Girls Unite!**

**11:30 AM; Grand Salon C, Hilton**

Whether it be at the table top, in a computer game, over an MMO, or even with a foam sword, we talk about gamer girl culture. C. Stiles, J. Black

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## **Savage Worlds**

**1:00 PM; Grand Salon C, Hilton**

Join the heads of Pinnacle to find out about the growing phenomenon of Savage Worlds! Want something fast, furious, and fun? Check it out! C. Black, J. Black

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## **Fantasy World Building**

**2:30 PM; Crystal Ballroom, Hilton**

Join the creators of some of the most fantastic and out-of-this world settings for a one-on-one discussion of creating fantastic settings. M. Cook, C. Stiles, M. Goodwin

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## **Boffer Weapon Creation Lab**

**2:30 PM; Grand Salon C, Hilton**

Join our hands-on panel about creating your own boffer weapons! M. Malis

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## **RPG Charity Event with Tracy Hickman and the Guild**

**4:00 PM; Crystal Ballroom, Hilton**

The winners of our special auction gets to play a table top game with some of our special guests. Come see this one of a kind event! S. Parikh, J. Lewis, R. Thorsen, A. Okuda, T. Hickman, V. Caso

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## **Can Gaming Save Your Life?**

**4:00 PM; Grand Salon C, Hilton**

Talk to our award-winning designers about creating your own game system from the ground up. J. Morningstar

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## **Indie Games**

**5:30 PM; Grand Salon C, Hilton**

Discuss indie games with our visiting indie designers. Talk about the latest trends and ideas in the indie community. E. Lasanta, J. Morningstar

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## **The Masters of Inception—Bringing a Game to Life**

**7:00 PM; Grand Salon C, Hilton**

From when it's just an idea to when it lives on a shelf, talk with some of the industries leading designers about the process bringing a game to life. J. Bulmahn, J. Morningstar, M. Cook, M. Goodwin

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## **Advanced Game Mastery**

**8:30 PM; Grand Salon C, Hilton**

Review advanced game techniques—using voices, improv acting, LCD projectors, complex terrain, dioramas, lighting, and music in your game.

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## **Monday**

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## **Boardgames, Boardgames!**

**11:30 AM; Grand Salon C, Hilton**

Our second round of roundtable discussion about boardgames.

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## **Worse. Gaming. Story. Ever.**

**1:00 PM; Grand Salon C, Hilton**

Come win free swag! Tell the best gaming story ever in under 2 minutes!

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## LIVE ACTION ROLE-PLAYING GAMES (LARPS)

Below is all the information you need to know to get started Live Action Role Playing ("LARPing") at Dragon\*Con 2012. The registration tables for all games listed below are located in the second floor lobby of The Hilton. Come by any of the registration table for any of the Dragon\*Con 2012 LARP games listed below for more information and to sign up for LARPing at Dragon\*Con 2012.

If a game is listed as running in the Day slots, it runs from 1:00 PM until 6:00 PM that day. If a game is listed as running in the Night slots, it runs from 7:00 PM until the game ends later that night. The Day games are all "one shot" games that run only that slot while the Night games all start on Friday night and continue to progress across all three nights of the convention.

Information regarding the LARP games at Dragon\*Con can always be found on our Facebook page by searching Keyword "DragonLARP".

*Welcome to LARPing at Dragon\*Con 2012. Step Away From The Table...*

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### **Air Maelstrom Production's World of Air (Steampunk) LARP**

*Flight in the Maelstrom*

**Date and Time:** Runs Saturday Day slot

Set in an alternate earth timeline, the World of Air is a steampunk Victorian sci fi world filled with airships, floating eyoats, aether, mad science and supernatural secrets. Come take a ride on an airship full of clockwork automatons, mad science devices and a mystery waiting to be unraveled.

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### **Dagorhir Battle Games LARP**

*Boffer Battle Demonstration Extravaganza!*

**Date and Time:** Runs Sunday Day slot (This demo will take place at the Marriott Marquis, 10<sup>th</sup> Floor)

Have you ever wanted to be a Medieval fighter? Like to battle your friends? Want to meet new people and battle them? How about battling all day, then partying into the wee hours of the morning only to get up and do it all again?!

*Well look no further my friend, because we have the sport for you!*

**DAGORHIR BATTLE GAMES**

That's right folks, you heard it here first!

Dagorhir will once again put on a live demonstration of their medieval style boffer combat. Because this is our third year putting on the demonstration, we have had our space increased to and will utilizing the open expanses of the 10<sup>th</sup> Floor of the Marriott Marquis Hyatt Regency! My lords and ladies Dagorhir is much like, Tolkien meets paintball in a knock down, drag out, fast paced, hard hitting, full contact combat game that will leave you either breathless or wanting more...usually both! So come one, and come all to watch the demonstration EXTRAVAGANZA!! Got questions? Well come watch, let us answer your questions, and learn how you can join in on the action. This is a demonstration that is something to behold!

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### **Dark ConFrontation Multi-genre LARP**

*For Whom the Bell Curves*

**Date and Time:** Runs All Convention! Play as much or as little as you want!

Dark ConFrontation... where those behind the scenes go to be seen. Dark ConFrontation is the only LARP on Earth where wily were bass and clockwork Cognoscenti mingle with pugnacious pixies and delinquent dragons. Where the race to discover secret plans, hidden villains, and the perfect shade of grey can make the difference between a landslide victory and being buried alive.

Dark ConFrontation is unique amongst LARPs in that its setting is sci fi/fantasy/gaming conventions (e.g., Dragon\*Con). A convention is the one place someone won't blink if they see a werewolf. Instead they'll compliment the costume and ask for a picture. So if you're a Were needing some time away from the normal dog eat dog world, an arms merchant with some special arms to sell, or an inter dimensional politician seeking election, a convention is the place to be. The ultimate getaway for all of us science fiction fantasy gamer fan types. The spectacles, the celebrities, the secret shows all amaze and astound. But have you ever felt like maybe there's more going on?

Join the cast of Dark ConFrontation and discover the Convention within the Convention. Come by our registration table located on the 2nd floor of the Hilton to register to play our 2012 scenario: "For Whom the Bell Curves."

Dark ConFrontation... it's so much better in the dark.

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### **Forest of Doors Fantasy LARP**

*Shrine of Fallen Heroes*

**Date and Time:** Runs Sunday Night slot

The Forest of Doors has seen great victories. You are invited to the Shrine of Fallen Heroes with in the Forest of Doors where refugees from the Mists are gathering after the castle of Queen Annalyn has appeared to have fallen. Chaos and fear now have their grip on the forest and the people of Nexus must muster together to find a way through the tribulations that threaten to overwhelm them all.

Forest of Doors is a live combat fantasy LARP, in which you play a denizen of one of eight distinct homeworlds. In each of these worlds, magical gates have recently begun to appear, leading to the strange and unknown world of the Forest of Doors. In essence, Forest of Doors is a multi genre game with a vast array of character possibilities. Our setting and rules system promote a game that is fundamentally heroic in nature, and character cooperation will be necessary for survival in this unknown and dangerous frontier.

This, our sixth Dragon\*Con event, is a canon, non combat event that foreshadows the tone and stories to come in our live combat events during the next season. Find out more at [forestofdoors.com](http://forestofdoors.com).

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### ***Fractured Fantasy/Horror LARP***

*The Place of No Return*

**Date and Time:** Runs Saturday Day slot

Most of the time when people find themselves in The Fracture, a cosmic crack in outside of time and the natural order of the multiverse, they are immediately confronted with some manner of existential danger, gruesome torture or moral atrocity. This weekend, however, if you find yourself getting pushed down the stairs into The Place of No Return, you will be treated to an afternoon of food, entertainment and cultural exchange hosted by the most gracious of demons: Mister Scratch and his fellows at the Brimstone Lodge. Don't be put off by the horns and the blood, they are just for show. Your safety is guaranteed, and unless you find something worth bargaining for, so is your soul. But ready yourself: when the party is over, the Fracture awaits.

### ***Najha Productions Blood & Tears (Houses of the Bleeded) LARP***

*Blood Aria: The Storm*

**Date and Time:** Runs Saturday and Sunday Day slot

Opera. The True Art. And it begins with a Blood Aria. It has been 200 years since the Mad Emperor was cast down. The six noble houses of the Ven claim to be masters of the world of Shanri. They wage their clandestine battles in the shadows while smiling across the aisles of the Senate. But Shanri has no masters, not even among the Ven. The Storm, so it is said, arose 100 years ago to destroy the Ven.

The Storm is rage and fury and primal destruction. And the Storm knows you. It knows your name. The freshly minted Barons and Baronesses of Shanri flee for their lives as the Storm strikes. An ancient castle with dark passages and darker secrets stands as shelter against the onslaught. What mysteries will unfold within its walls? Why does its mysterious master seem to have expected each one of you? Some will rise to power. Some will fall into obscurity. Alliances will be forged. Betrayal will sting. Romance will blossom. Revenge will be taken. Duels will be fought. Blood will be spilled. The Blood Aria continues.

Blood Aria uses John Wick's Blood & Tears LARP, set in the world of Houses of the Bleeded. The system is easy to learn and emphasizes operatic intrigue, emotion, nobility, and tragedy. Beginners are welcome. Pre generated characters are available. Ages 18+.

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### ***Nightfall Interactives' Old World of Darkness (Mind's Eye Theatre) LARP***

*In the Mountain's Shadow: Come Out, Come Out, Wherever You Are*

**Date and Time:** Runs Friday, Saturday, and Sunday Night slots

The year is 2012 and Miami is still a hotspot both for the living and any and all Supernaturals. Sadly, this may be changing as the body count continues to rise. Hunters.....a plague that has nipped at the heels of all Supernaturals seem to be a new and growing issue. Elders and Heroes, as well as the young and newly changed, which were thought to be bastions of their factions, are now showing up dead in their havens and homes. These are not amateurs; this is a crack group that knows what it is up and against and has the resources clearly to back them. Is it the Government doing this now? Is it the Covenant Supernaturals that are allegedly working for the Government? Perhaps it is the rumored splinter cult that lives out in the swamps? Pentex? The Technocracy? No one is quite sure at this point, but something needs to be done about it.

The reigning Bishop of Miami has called a "truce" and meeting so that this threat can be discussed. No one wishes to see the burning times or the Inquisition back in modern nights. He has contracted the Carnivale of Kings to use their traveling carnival as a safe area. The Fae, Ravnos, Rroma, Silent Striders, and Magi, as well as many other unaligned individuals there have assured him that they can keep the peace and hide this gathering from the mortal eyes. Many packs, not just from Miami will be in attendance as well as various loose allies potentially. Representatives from all threatened factions will be in attendance as well on a trustful accord to discuss what threat level this will be. Well, except those that sold out to the Government as their lap dogs. The Covenants are not welcome in his city, be their new office there or not. War is on the horizon...

Join Nightfall Interactives for its 10<sup>th</sup> Anniversary this year at Dragon\*Con! To celebrate we have planned the tensest, conflict driven, political game yet! Will you be the Sabbat trying to figure out how to keep alive from these mysterious boogeymen hunting supernaturals? Will you play the mage torn between the idea of allying your tradition/Sept/Court with the Sabbat for a short time, or trying to make it on your own? Perhaps a Camarilla, Covenant (another supernatural faction that is trying to peacefully work with the Government), Swamp Town, or other faction spy?

Will you play the boogymen hunters themselves, gathering intelligence and waiting for the perfect time to strike? No matter what you decide to play, this game promises to be the slow ticking bomb that could start the beginning of the end...

We will be using Mind's Eye Theatre rules. Admission for this event is FREE...yes you read that right...FREE to celebrate our 10th year at Dragon\*Con.

Now is the best time to come out and try the single longest running continuous chronicle game on the floor at Dragon\*Con while there is no cost to you. We invite you to see why so many players call it their addiction. Pre generated characters will be distributed on site at check in. Characters may be requested or pre reserved from *nightfall.mush@gmail.com*. Custom characters may still be generated for a one time base fee of \$5.00.

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### ***Nightfall Interactives' Zombie Survival Horror LARP***

#### **Dead Tired**

**Date and Time:** Runs Sunday Day slot

No one is sure how it starts. No one is entirely sure how it will end. All that is known about it, is it spreads both fast and furiously. One minute you are fine. The next you are sick and doing weird things that are outside your personality. Then the bloodlust and rage starts. Finally, you are one of them... another seemingly hive minded undead flesh eater that is out for blood. Head shots and fire seem to work, just like the movies, but there is only so much ammo and time. The Marine base here in Quantico isn't doing much to help and shut its gates as soon as things got weird. Martial law went into effect at midnight and now they have cut all the radio, TV, internet, phones, cell phones, and such into town. It's like they don't want anyone to get help. That can't be the case...can it?

Come join Nightfall Interactives for an afternoon of survival horror when Quantico, Virginia becomes Dead Tired. Think you know all the tricks to zombie horror survival? Seen all the movies? Played all the games? Now come join us, and test out your skills in a salon LARP environment designed for tension, fear, and of course horror at what happens when the world as we know and accept it breaks down. Characters will all be pre generated and of a "normal" human background. No super powers in this game. Well...not on your side any way.

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### ***Sinking Ship Productions Political/Horror LARP***

#### ***Hope's Exodus***

**Date and Time:** Runes Friday/Saturday Night slot

Come join us for a night of politics, intrigue and deep sea horror aboard the cruise yacht Esperanza, one of the last ships fleeing Cuba following Fidel Castro's takeover in 1959. Using Sinking Ship Productions' easy to use homebrew system, the LARP is acting intensive, but rules light. Good for beginning and advanced LARPers alike, Hope's Exodus is a dark themed adventure that asks the question of each of us—how far are you willing to go to survive? The game is a two night event, it is *not* necessary to play both nights, but you will have much more fun if you do! All characters are richly drawn and ready to go, and costuming is optional (but welcome).

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### ***Xadune Display-Only Steampunk/Gaslamp LARP***

**Date and Time:** Display Only

Xadune (pronounced: 'eks-ă-dün) is a Georgia based Steampunk/Gaslamp themed LARP that centers around a mysterious island city on the planet of Xadune. The game offers fresh themes based in a Victorian period with both gaslamp and science fiction roots; as opposed to medieval fantasy. Rich with culture and history, Xadune offers an "open source" combat system meaning that pretty much any weapon and/or armor is fair game to use. Unlike most other LARPs, you are not limited to what weapon you are skilled in instead Xadune reflects real life where, if you can pick it up, you can swing it. Most skills in Xadune reflect either knowledge or special skills with which you can build your character.

Xadune is also one of the rarer LARPs that offer religion a subject from which most LARPs tend to veer away. Much like the Greek mythology, deities look over and often meddle with the people of Xadune. Also, something relatively new to the world of LARPing is the idea of a story that takes place in the Steam Age. Though fantasy and magic are still prevalent in the game, the new found science is making its impression fast and strong, with this also come firearms. Though still in their infant stage of life, firearms are a powerful tool to any person. All in all, Xadune is a LARP that offers exciting new role playing opportunities as well as a unique combat system and a spectacularly diverse Victorian steampunk world. Come by our table and talk to the members of Xadune and find out how you can become a part of this Georgia based LARP.

**ACTA Starfleet Demos**

**System:** Noble Armada  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 3  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** Raymond Becker, Jr.

A Call to Arms: Star Fleet is a game of space combat in the Star Fleet Universe. Throughout humanity's space age history, the Federation has come under pressure from many enemies. Now you can play out these confrontations on the tabletop with entire fleets drawn from the Federation, Klingon Empire, Romulan Empire or any one of the many other fleets that range across the galaxy.

**Action in the Atlantic**

**System:** Victory at Sea  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1, 5, 7, 10  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** Raymond Becker, Jr.

Sit down and enjoy yourself, while learning a great naval game. Forces involved British vs the Germans in the North Atlantic Ocean. Or French vs Italians in the Mederterain Sea.

**Arachnid Assault—"Storm" the Base**

**System:** The WarEngine  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1, 2  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** George Tucker

each side that completes their objectives. First side to do so, wins.

This game uses a modified Warengine system that is very easy to learn and fun to play.

**Arachnid Assault—Hiccup on the Assembly Line**

**System:** The WarEngine  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 6, 7  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** George Tucker

The "bugs" (as seen in Starship Troopers) have discovered the Empire's foremost robotic assembly plant and have staged an assault. Its up to Darth Vader and his stormtrooper squads to hold the Assembly plant until all the robots have been evacuated.

This game is instructional, rules will be taught, are easy to learn and fun to play.

**Battle for Tranquil**

**System:** BattleTech  
**Difficulty:** Easy  
**Req. Exp.:** Some  
**Sessions:** 5–7  
**Duration:** 12 hrs.  
**Cost:** \$3.00  
**GM:** Roy Carl IV

At the start of the Wars of Reaving Clan Wolf was abjured from the Clans. On the world of Tranquil the Wolves held out for months against numerous assaults from multiple Clans. Will you defend the Clan of Kerensky or try to wipe it out?

This event requires Dragon\*Con gaming tickets to play.

**BattleTech Box Set Scenario**

**System:** BattleTech  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2, 10  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** Roy Carl IV

Want to learn how to play BattleTech? Need a refresher on the rules? This event is for you. One of the scenarios featured in the BattleTech Box Set or one of the Hexpacks will be used for this event.

**Battletroops**

**System:** FASA: BattleTroops  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1, 2, 5, 6, 9, 10  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** Christopher Gearhart

This is the popular game of Classic Battletech combined with the Role playing version of Mechwarrior 2. This is Battletroops, where you can lead your squad up against some of the most powerful armored vehicles and either victory or disaster could be separated by the roll of a die! Mercenaries and Militia's are needed. We provide all needed materials and supplies, see us for details!

**Blood Bowl Demos**

**System:** Blood Bowl  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2, 3, 6, 7, 10, 11  
**Duration:** 0.5 hrs.  
**Cost:** Free  
**GM:** Dennis Boylan

Come and learn how to play Blood Bowl! This is a free option for any Dragon\*Con attendee.

## Bravo Company

**System:** RAFM: Charlie Company  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1, 2, 5, 7, 9, 10  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** Christopher Gearhart

All of our training has allowed us the honor of being here today! Our fellow brother's of the Eastern Front will have a need for you. Your mission which we know you will accept will be briefed to you by your superior officer. Some of you may be attached to either

armor or infantry units along the front and it is our goal to win this war! WW2 Axis vs. Allies we provide supplies and training.

## Cthulhu Rising!! Race Against the Mythos

**System:** The WarEngine  
**Difficulty:** Easy  
**Req. Exp.:** Some  
**Sessions:** 11  
**Duration:** 5 hrs.  
**Cost:** Free  
**GM:** George Tucker

The Elder Mythos creature, Cthulhu, is awakening. His minions terrorize the city. A lone group of investigators challenge him and race to discover clues that will help to close the portals before his minions release him upon the Earth.

This game includes a lot of rules that make it helpful to have some experience (at least 1 previous game) playing Warengine. However, we will teach the rules to you.

## Dark Age Demo

**System:** Dark Age  
**Difficulty:** Detailed  
**Req. Exp.:** None  
**Sessions:** 1, 8, 10  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** Raymond Rappaport

Dark Age is a gritty, D20 driven, post apocalyptic skirmish miniatures game for your tabletop. The game contains rules that are easy to learn and get you into the action right away. You can tailor how you play your game by

Activation Points and alternate activations.

Come learn to play in the wastelands of Samaria.

## Deep in Space

**System:** Noble Armada  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2, 6, 9  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** Raymond Becker, Jr.

The popular space fleet combat miniatures game, A Call to Arms is back, in a brand new guise drawn from the detailed background of the Fading Suns RPG, A Call to Arms: Noble Armada is a fast to learn, hard to master

space combat game involving fleets drawn from the Royal Houses.

## HeroClix—“The Charlie” Format, a Dragon\*Con Tradition

**System:** WizKids/NECA HeroClix  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 13  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Terry Terman

The Charlie format, a Dragon\*Con tradition. Bring 7 figures. One figure (1–25 points), one figure (26–50 points), one figure (51–100 points), one figure (101–150 points), one figure (151–200 points), one figure (201–250 points) and one figure (251+ points). No figures greater than a double/peanut base will be allowed. No special objects/resources permitted. Silver Age. This event requires Dragon\*Con gaming tickets to play.

## HeroClix—Avengers vs. X-Men

**System:** WizKids/NECA HeroClix  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 3  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Terry Terman

Build one 500 point Avengers theme team and one 500 point X-Men theme team. A roll of the dice will determine who plays Avengers and who plays X-Men so every match will be AVENGERS vs X-MEN!! Player one will choose which team he plays (the opponent MUST play the opposite team) or the map, but not both. This is a Marvel only event, which includes objects. Silver Age. This event requires Dragon\*Con gaming tickets to play.

## HeroClix—Dragon\*Con Championship Qualifier

**System:** WizKids/NECA HeroClix  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 3  
**Duration:** 4 hrs.  
**Cost:** \$30.00  
**GM:** Terry Terman

Sealed, 3 booster, 400 points. Top 4 automatically qualify. No Dragon\*Con gaming tickets are required for this event. You'll purchase your boosters at the event from the organizer.

## HeroClix—Dragon\*Con Championship Qualifier

**System:** WizKids/NECA HeroClix  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 5  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Terry Terman

600 points, Modern Age. Top 4 automatically qualify. This event requires Dragon\*Con gaming tickets to play.

## **HeroClix—Dragon\*Con Championship Qualifier**

**System:** WizKids/NECA HeroClix  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 9  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Terry Terman

Dragon\*Con Championship Qualifier: 400 point named theme team, modern age. Top 4 automatically qualify. This event requires Dragon\*Con gaming tickets to play.

## **HeroClix—Dragon\*Con Golden Oldies: Golden Age Championship!**

**System:** WizKids/NECA HeroClix  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 6  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Terry Terman

Golden Age Championship! 300 points, open to everyone. Top 4 automatically qualify for the Dragon\*Con Championship Tournament held Sunday at 1:00 PM. **Special Rule:** You cannot Mastermind damage to

stacked horde tokens. Entry fees will be collected by the organizer, Dragon\*Con gaming tickets will not be accepted for this event.

## **HeroClix—Dragon\*Con HCRealms.com Championship!!**

**System:** WizKids/NECA HeroClix  
**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** 10  
**Duration:** 6 hrs.  
**Cost:** \$3.00  
**GM:** Terry Terman

Dragon\*Con HCRealms.com Championship!! 300 points Modern Age. Qualifiers include local tournaments (played before Dragon\*Con), the HeroClix Online tournament, and the qualifiers hosted at Dragon\*Con. Also last

year's Golden Age and Modern Age champions automatically qualify. A minimum of 5 rounds will be played to assure a single undefeated champion. Entry fees will be collected by the organizer, Dragon\*Con gaming tickets will not be accepted for this event.

## **HeroClix—Star Fleet Battles**

**System:** WizKids/NECA HeroClix  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 7  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Terry Terman

500 Points of capital ships do battle in space to determine the fate of the Federation as the Klingons invade! Choose Federation or Klingons and build a 500 point team of one or the other and do battle for Earth!! Your fleet must

consist of either all Star Fleet or all Klingon ships, not a mixed team. This event requires Dragon\*Con gaming tickets to play.

## **HeroClix—The Court of Owls!**

**System:** WizKids/NECA HeroClix  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 6  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Terry Terman

Build a 600 point teams, DC only (including objects). Your team must be theme utilizing one of the following keywords: detective, Gotham City, Gotham Underworld, Arkham Asylum, police or League of Assassins. Your team must have, at a minimum, 1 character that costs 100 points or more. See online for additional information. This event requires Dragon\*Con gaming tickets to play.

## **HeroClix—The Dragon of Dragon\*Con!**

**System:** WizKids/NECA HeroClix  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Terry Terman

The Dragon of Dragon\*Con! Build a 400+ point Silver Age team. You may add one figure, at least 250 points but no more than 450 points (single or double base only). This figure will be your "Dragon". This figure does NOT count towards your 400 point build total. Please see online description for more details regarding this event. This event requires Dragon\*Con gaming tickets to play.

## **HeroClix—We Don't Need No Stinkin' Marvel or DC!**

**System:** WizKids/NECA HeroClix  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 5  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Terry Terman

500 points Other Age!! What? You don't know about "other"? Build the best team you can using ONLY Street Fighter, Halo, Gears of War or Lord of the Rings figures! "Other Age" with the obvious figure exceptions will be played under the Silver Age format. Only a Lord of the Rings figure may Mastermind to stacked Horde tokens. This event requires Dragon\*Con gaming tickets to play.

## **Infinity The Game Demos**

**System:** Infinity the Game  
**Difficulty:** Detailed  
**Req. Exp.:** None  
**Sessions:** 2, 6, 10  
**Duration:** 3.5 hrs.  
**Cost:** Free  
**GM:** Mark Manlapas

It's Always Your Turn! Join in the fun of a near future miniature skirmish game. Infinity features a hard sci fi setting and a unique system that allows you to react freely to every move your opponent makes. The game is a little bit cyberpunk, a little bit manga, a lot of old school sci fi, and our demo scenario features a cyberpunk heist in progress.

## Lord of the Rings

**System:** Dark Tortoise:  
The WarEngine  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** Adam Clark

Every great adventure has to begin somewhere, and yours is in Middle earth. You begin your game of Lord of The Rings in the Mines of Moria. Can Gandalf and the Fellowship Survive the destruction of Moria.

## Relic Knights

**System:** Dark Age  
**Difficulty:** Detailed  
**Req. Exp.:** None  
**Sessions:** 3, 6, 12  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** Raymond Rappaport

Relic Knights™ Darkspace Calamity, is a unique, high speed strategy battle game where you take command of heroic characters in a battle for the fate of the universe. Wield the mystical power of Esper, unleashing powerful attacks

and using clever strategy to defeat your opponents.

Relic Knights does not rely on the random toss of the dice, but on the strategy in your hand, and the fate in the cards you are dealt.

## Super Dungeon Explore

**System:** Super Dungeon Explore  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 2, 5, 11  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** Raymond Rappaport

One to five players take the role of classic fantasy heroes like the human paladin, a dwarf fighter, or an elf ranger. One player is the "Dark Consul" who controls the monsters of the dungeon. Every hero/monster has a character card that details the stats for movement,

attack, armor, willpower, dexterity, action points and hearts (= life points). Additional information may include special abilities/actions/attacks and potions.

## VAS Naval Game

**System:** Victory at Sea  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2, 6, 9  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** Adam Clark

Battle of the North Atlantic convoy. Who will win German subs or the British convoy?

## Warmachine Modified Mangled Metal

**System:** Privateer Press: Warmachine  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 2  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** David Kelley

My own Modified Mangled Metal format. 20 points and up to 6 may be spent on non warjack/warbeasts. Mangled Metal rules as well as Kill box artifice and a big Mosh Pit in the middle. 5 minute turns. I'll have custom prizes for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place.

## Warmachine Steamroller 2012

**System:** Privateer Press: Warmachine  
**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** David Kelley

Come play in a Steamroller 2012 tournament. Bring two 35 point lists and be prepared to face people from around the country. We will be running with 7 minute turns as well as the Divide and Conquer list playing requirement.

I will provide custom trophies for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> and we will likely have Steamroller coins and maybe something special from Privateer Press as well.

## WoW 3x3 Constructed Tournament

**System:** World of Warcraft Minis  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 2, 6, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Dennis Boylan

Players will construct their armies (3 on 3) and be paired up using the Swiss Round style tournament play. Prizes will be awarded based on attendance. Entry fees will be collected by the organizer, Dragon\*Con

gaming tickets will not be accepted for this event.

## WoW 5x5 Constructed Tournament

**System:** World of Warcraft Minis  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 3, 7, 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Dennis Boylan

Players will construct their armies (5 on 5) and be paired up using the Swiss Round style tournament play. Prizes will be awarded based on attendance. Entry fees will be collected by the organizer, Dragon\*Con

gaming tickets will not be accepted for this event.

## WoW Mini Demos

**System:** World of Warcraft Minis  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2, 3, 6, 7, 10, 11  
**Duration:** 0.25 hrs.  
**Cost:** Free  
**GM:** Dennis Boylan

Come and learn how to play World of Warcraft minis! This is a free option for any Dragon\*Con attendee.

## WWII Naval

**System:** Victory at Sea  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2, 5, 10  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** Brett Abernathy and Ray Becker

WWII naval game using lots of big minis.

## Zombicide

**System:** Zombicide  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 4, 7, 9  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** Raymond Rappaport

Zombicide is a fun and easy game with cool minis in an archetypical, popular and comics inspired environment. Ambiance is constantly kept between "beat'em up" and "survival horror" as characters keep on turning

from preys to predators. Humor and gloom happily marry in a zombie fest. But be careful as survivors gain experience the game becomes harder. Players must work together as the survivor with the highest experience determines the danger level each turn.

Sessions will include demos for 2–6 players per game with two games running at all times (so 4–12 players at a time multiple games per session).

## Zombies!!! Co-op Made Miniature

**System:** The WarEngine  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 3  
**Duration:** 4 hrs.  
**Cost:** Free  
**GM:** George Tucker

Explore a metropolis, rescue other survivors and work together to survive against the fearsome onslaught of the Walking Dead! Uses the universal Warengine System to run unique characters through the Zombies!!! board

game. This game is instructional, the rules will be taught, are easy to learn, and fun to play.



## Your Journey for Collectibles Begins Here at the Dragon\*Con Store!

- ❖ 2012 Dragon\*Con T-shirt, featuring original artwork by renowned artist, Don Maitz
- ❖ Year of the Dragon\*Con Hoodies, featuring original artwork by renowned artist, Derek Yaniger
- ❖ 2012 Dragon\*Con Parade T-shirt, featuring original artwork by renowned artist, Derek Yaniger
- ❖ The Recently Hatched, Plush Baby Dragons
- ❖ Military Style Hats
- ❖ Travel Bags
- ❖ Water Bottles
- ❖ Newly Designed Lanyards
- ❖ Dragon\*Con Mouse Pads
- ❖ Commemorative Pins

For a full array of products, visit the main store at the Marriott Marquis or come see us at the satellite location in the Sheraton Atlanta Hotel.



Follow us on Twitter for great deals during the show! @dragoncon\_store

10%  
OFF

Members get 10% off store merchandise at the show—and online all year long!\*

\*Excludes membership and Eternal membership purchases.

## ONLINE GAMING (MMO)

*Sponsored by*



**GUILD LAUNCH**

Slay More Dragons™

The Dragon\*Con MMORPG Track (DC\*MMO) has more than 50 hours of programming during Dragon\*Con featuring topics of general interest to MMO gamers as well as events centered on specific games including *Star Wars: The Old Republic*, *DC Universe Online*, *EVE Online*, *City of Heroes*, *EverQuest*, *Kingdom of Loathing*, and of course *World of Warcraft*. The cast from *The Guild* will be on hand for the festivities as well as community representatives from many of your favorite games.

We are also pleased to present the following contests and special events:

- ◆ World of Warcraft Costume Contest
- ◆ World of Warcraft Trivia Contest
- ◆ The Heroes and Villains Ball—Co-Hosted with the Brit Track
- ◆ The 5<sup>th</sup> Annual "Quest for the Bling Gnome" - MMO Trivia Contest
- ◆ The First Annual DragonSlayer Awards - Sponsored by Guild Launch

We would like to give a special word of thanks to our track sponsor for this year, Guild Launch ([www.guildlaunch.com](http://www.guildlaunch.com)), and thank them for their support of DC\*MMO.

### Friday

#### **Diablo 3 Q&A**

10:00 AM; Grand Salon E, Hilton

If it has a login screen like an MMO, and an auction house like an MMO, and forum whining like an MMO, then it is an MMO, isn't it? J. LeCraft

#### **CCP Games—Meet & Greet**

11:30 AM; Grand Salon E, Hilton

A discussion of CCP games including *EVE Online*, *Dust 514*, and (in development) *World of Darkness*. B. Bridges

#### **Kingdom of Loathing—Meet & Greet**

1:00 PM; Grand Salon E, Hilton

An adventurer is you! Join the developers as they discuss their experience taking a home-grown satirical browser-based MMO from hobby to profession. Z. Johnson, J. Nite, K. Simmons

#### **MMO Podcast Review**

2:30 PM; Grand Salon E, Hilton

Strixus and friends uncover some of the better sources for information in MMO gaming.

#### **The Guild - Q&A**

4:00 PM; Grand Ballroom A-F, Sheraton

The Knights of Good engage in a round table (rimshot) discussion of what exactly goes on behind the scenes of the web's most popular series. S. Parikh, J. Lewis, F. Day, R. Thorsen, A. Okuda, V. Caso

#### **WoW Costume Contest Pre-Judging**

5:30 PM; Grand Salon E, Hilton

If you want to compete in the costume contest, you need to come to Pre-Judging and sign up. Cutoff time for the contest is 6:15 PM.

#### **World of Warcraft—Costume Contest**

7:00 PM; Crystal Ballroom, Hilton

Are you Azeroth's Next Top Model? Jonathan LeCraft, Game Designer for *World of Warcraft* will lead an all-star panel of judges. There will be several awards including Judge's Choice, Fan Favorite, and the always ubiquitous Best in Show. (Editor's Note: All of you who had money on Grim never using words like "ubiquitous" can pay up after the contest is over.) J. LeCraft

#### **Sony Online Entertainment—Meet & Greet**

8:30 PM; Grand Salon E, Hilton

The gang who brought you *Everquest*, *Planetside*, and *DCUO* (and *Free Realms*, and...) are bringing us "Fan Faire, Dragon\*Con Edition" once again. T. Jones, T. Spence, E. Cleaver, A. Rekoske

#### **Watch The Guild—Marathon**

11:30 PM; Grand Salon E, Hilton; 2.5 Hour(s)

We'll be showing all five seasons of *The Guild* with a few surprise extras thrown in the mix.

## Saturday

### Saturday Morning Cartoons—MMO Style

10:00 AM; Grand Salon E, Hilton

Enjoy a taste of childhood mixed with the taste of the games that you love as a "grown up". BYOC (Bring Your Own Cereal)

### World of Warcraft—Achievement Hunting Safari Adventure

11:30 AM; Grand Salon E, Hilton

Where do you find those ultra-rare spawns? Are there any tools out there that will make your hunt easier? We have answers.

### Multiboxing 101

1:00 PM; Grand Salon E, Hilton

An Army of One is not just a military recruiting slogan. We don't have uniforms or artillery, but we can provide a special kind of basic training.

### Star Wars: The Old Republic—Meet & Greet

2:30 PM; Grand Salon E, Hilton

\*finger wiggle\* This is the MMO you are looking for. We promise to keep the jokes about "Deep Sith" to a minimum.

### City of Heroes—Meet & Greet

4:00 PM; Grand Salon E, Hilton

No cape? No problem! We blend heroes and villains together into a delicious social frappe.

### Making Video Games with Artix Entertainment

5:30 PM; Grand Salon E, Hilton

Discover video game secrets with the creators of AdventureQuest Worlds, EpicDuel, DragonFable, MechQuest, AQ3D, Oversoul, and others! A. Krieger, Galanoth, Titan, Nythera, Cysero

### The Guild—Q&A

7:00 PM; Grand Ballroom A-F, Sheraton

It's the men's turn. The manly men of the Knights of Good discuss manly things. Please keep the grunting and scratching to a minimum. S. Parikh, J. Lewis, V. Caso

### Extreme Guild Management

8:30 PM; Grand Salon E, Hilton

It's bad enough managing a guild with a few dozen members and 1 or 2 raid teams. How about a guild with hundreds of members and dozens of raid teams?

## Heroes and Villains Ball

### Sponsored by SOE and Guild Launch

10:00 PM; Grand Ballroom A-F, Sheraton; 4 Hour(s)

So last year, at the Sheraton on Saturday night, Dragon\*Con had a "Gathering of Heroes" party in one room, and a "Villains Ball" in another. Since Heroes cannot "be heroic" without Villains, and Villains cannot spout overly dramatic dialog without Heroes, the MMORPG Track and The British Sci-Fi Track decided to join forces and throw one big bash. DJ Jenncide will be spinning tunes until the wee hours and we will have photo areas set up if you'd like to show off your favorite heroic (or villainous) costumes. Special thanks to our friends at Guild Launch ([www.guildlaunch.com](http://www.guildlaunch.com)) for sponsoring the party.

## Sunday

### World of Warcraft—Lore

10:00 AM; Grand Salon E, Hilton; 2.5 Hour(s)

With music, visuals, and the usual making fun of the twisted and overly complex stories, Chad and Megan retell the worlds most convoluted storyline.

### Beyond The Guild

1:00 PM; Grand Ballroom A-F, Sheraton

The Knights of Good discuss life outside of The Guild, featuring The Jeff Lewis Five Minute Comedy Hour, The Legend of Neil, Save the Supers and more. S. Parikh, J. Lewis, R. Thorsen, A. Okuda, V. Caso

### The 5<sup>th</sup> Annual Quest for the Bling Gnome—MMO Trivia Contest

2:30 PM; Grand Salon E, Hilton; 2.5 Hour(s)

The Bling Gnome. Hideously ugly to some, a symbol of achievement for others. He is the Geek's Stanley Cup, and he only comes out once a year at Dragon\*Con. Show off your knowledge of MMO games with your fellow teammates and become immortalized on the Bling Gnome's throne for the inspiration of future generations of hardcore MMO geeks. As always, we will have prizes and swag to give away, courtesy of our friends at Guild Launch ([www.guildlaunch.com](http://www.guildlaunch.com)), but the real prize is the proof that you have owned a room full of noobs and isn't that what it's all about?

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**Guild Launch Presents: The Dragon\*Slayer Awards**

5:30 PM; Capitol Ballroom, Sheraton

Unlike most industry awards where overpaid talking heads stand on stage and congratulate themselves on their own success, DC\*MMO and GuildLaunch ([www.guildlaunch.com](http://www.guildlaunch.com)) have come up with an awards show "For Fans, By Fans". There is no need to worry about lame categories like "Game of the Year" or "Best Graphics". That's what every other awards program does, and that's not Dragon\*Con's style.

DC\*MMO and Guild Launch want to celebrate the great, and especially the not-so-great, moments in MMO Public Relations and Customer Service. Did Ghostcrawler promise you a moose? Did your favorite MMO studio spend months hyping a new release only to see their servers crash on launch day? Did they turn around and give all of the players a free month's worth of game time as a way of apologizing? The Dragon\*Slayer Awards are recognition for those who go the extra mile as well as those who didn't make it very far out of the gate.

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**World of Warcraft—Trivia and Meet & Greet**

7:00 PM; Grand Salon E, Hilton; 2.5 Hour(s)

Are you one of the legion of fans who have been asking for a WoW Trivia Contest? Do you enjoy watching our hosts and fellow fans make complete fools of themselves while trying to dance like Draenei? Unfortunately, the one thing we will not have this year are the puntable Gnomes. The Gnomes went and formed a union and have been picketing Grim's house all year long. J. LeCraft

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**Machinima**

10:00 PM; Grand Salon E, Hilton; 2.5 Hour(s)

Romily is back. Presenting the state of the art in the world of Machinima.

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**Monday**

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**Geek & Sundry including The Guild**

10:00 AM; Grand Ballroom A-F, Sheraton

Meet some of the minds behind Geek & Sundry including The Guild and Sword & Laser! T. Merritt, S. Parikh, J. Lewis, F. Day, R. Thorsen, A. Okuda, V. Caso

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**World of Warcraft—How to Win at PVP**

11:30 AM; Grand Salon E, Hilton

Hire a 15 year old? Hack your opponent's computer? Or learn from our experts who have been there and done that.

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**Marvel Heroes Online**

1:00 PM; Grand Salon E, Hilton

Gazillion Entertainment presents the latest entry into the Online Superhero Battle Royale. S. Reid

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**Community Relations—Dealing with Gamers for Fun and Profit**

2:30 PM; Grand Salon E, Hilton

Every time someone posts an rant on a game's forums... Every time someone writes a comment on a gaming news site... These guys have to deal with it. E. Cleaver, S. Reid

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**Post MMOtem—Survivor's Gathering**

4:00 PM; Grand Salon E, Hilton

We wrap up the year and discuss what went right, what went wrong, and how we can do more of the former and less of the latter.

## ROLE-PLAYING GAMES (CAMPAIGN)

**Note 1:** For all LFR Events, participation requires membership in the RPGA/DCI and a character created using the Character Creation Guidelines available from the following website, [livingforgottenrealms.com](http://livingforgottenrealms.com). Please refer to this website for additional information.

**Note 2:** For all Pathfinder Society Events, participation requires membership in Paizo's Pathfinder Society and a character created using the Character Creation Guidelines available from the following website, [paizo.com/pathfinderSociety](http://paizo.com/pathfinderSociety). Please refer to this website for additional information. Pre generated characters will be available at Gaming HQ upon request. Events of Levels 5–9 and 7–11 cannot be played by new Pathfinder Society members, as they require characters of 5<sup>th</sup> level or above.

**Note 3:** For all Legends of Arcanis Events, participation requires a character created using the Character Creation Guidelines available from the following website, [paradigmconcepts.com](http://paradigmconcepts.com). Please refer to this website for additional information. Pre generated characters will be available at Gaming HQ upon request.

**Note 4:** Please take note that the CampaignRPGs section has switched over to 5 hour slots (except Monday), with different slot times. The first slot of the day starts at 8:00 AM, not 9:00 AM.

**Note 5:** Marshalling for Pathfinder Society events will be Grand Salon A, Hilton 2<sup>nd</sup> Floor. Marshalling for Living Forgotten Realms and Legends of Arcanis will be in Grand Salon D, Hilton 2<sup>nd</sup> Floor.

### Living Forgotten Realms

#### Living Forgotten Realms (Wizards of the Coast)

**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** Fri 8 AM–1 PM, Sat 7 PM–Midnight, Sun 1 PM–6 PM, Mon 8 AM–1 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Living Forgotten Realms adventure set in Calimshan for characters of the Paragon tier (levels 11–20). The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. He has traced one shard to the Plain of Stone Spiders.

#### LFR CALI4-2: "Dragon Above, Desert Below"

**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** Fri 1 PM–6 PM, Sat 8 AM–1 PM, Sun 7 PM–Midnight, Mon 8 AM–1 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

shard to an earthmote floating high above the desert. However, that same earthmote also happens to be the lair of a blue dragon.

A Living Forgotten Realms adventure set in Calimshan for characters of the Paragon tier (levels 11–20). The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. He has traced one

### LFR CALI4-3: "Twisted Rune"

**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** Fri 7 PM–Midnight, Sat 1 PM–6 PM, Sun 8 AM–1 PM, Mon 8 AM–1 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Living Forgotten Realms adventure set in Calimshan for characters of the Paragon tier (levels 11–20). The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. It seems as though one of the shards has practically come to him. Elemental disturbances in the abjurations he maintains have led the WeavePasha to believe that a shard has been brought to Almraiven, and is interfering with the city's magical defenses. Other reports indicate that the Twisted Rune, a highly secretive cabal of powerful undead spellcasters, may be involved.

### Pathfinder Society (Paizo)

#### PFS 0-01: "Silent Tide"

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri Midnight–Sat 4 AM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–5. Written by Michael Kortes. When strange reports of misty undead spread through Absalom, you and your fellow Pathfinders are dispatched to the half drowned district of Puddles. Notoriously rough, the drooling addicts, flesh panderers, and quick handed knifers of Puddles are the least of your worries. The night's tide brings with it an ancient armada of some long forgotten war and you are the only thing between their mist shrouded ghost fleet and Absalom's utter oblivion.

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### **PFS 0-07: "Among the Living"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Sat  
Midnight–Sun 4 AM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–7. Written by Josh Frost.  
Famed Pathfinder Bodriggan Wuthers disappeared from his

dig site beneath the House of the Immortal Son in Taldor's gilded capital of Oppara. Once a grand temple to Aroden, the Immortal Son is now Oppara's most opulent theater. Sent to locate Wuthers, the Pathfinders must attend an opera with members of the Oppara elite in order to gain access to the secretive theater's dig site. When a cult crashes the performance and the nobility change into hideous walking dead, the Pathfinders are forced to choose between finding Wuthers or saving themselves.

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### **PFS 0-08: "Slave Pits of Absalom"**

**SDifficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Sun  
Midnight–Mon 4 AM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–5. Written by Lou Agresta.  
Someone kidnapped Lady Anilah Salhar—the Chelish wife of

Dremdhet Salhar, one of Osirion's many Grand Ambassadors to Absalom—and sold her into slavery. With Salhar holding delve permits over the heads of the Decemvirate, the Pathfinders are sent to assist the Osirian Ambassador. Venturing into Absalom's darkest corners to save Lady Anilah, the Pathfinders must face the secrets of the Slave Pits to avoid becoming slaves themselves.

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### **PFS 0-14: "The Many Fortunes of Grandmaster Torch"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri Midnight–Sat 4 AM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–7. Written by Jonathan H. Keith.  
When four statues of unspeakable power were found in a tomb in Osirion

and then stolen, the Pathfinder Society assumed they were gone forever. When they appeared again in the illicit inventory of a Qadiran smuggler in the massive trade city of Sedeq, the Society wasted little time dispatching you there to recover them. Finding the smuggler dead and a familiar face from Absalom responsible, your task quickly becomes a race to retrieve the statues before their brutal power can be unleashed on the citizens of the Satrap. Can you find the statues in time or will Sedeq be swallowed in a plague like none Golarion has ever seen?

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### **PFS 0-27: "Our Lady of Silver"**

**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** Sun  
Midnight–Mon 4 AM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 5–9. Written by James F. MacKenzie.  
You and your fellow Pathfinders are sent to Katheer, the shining capital of Qadir, to witness the wedding of Pathfinder Faireven to the wealthy and beautiful Lady of Silver and bring back a trove of relics given to the Society as part of the wedding dowry. When the wedding is disrupted by unscrupulous thieves, you soon find yourself dodging double crosses, accusations of grave robbery, and worse. You must find the relics soon, or risk facing the eternal expulsion of the Society from the treasure filled deserts of Qadir.

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### **PFS 2-11: "The Penumbral Accords"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Sat  
Midnight–Sun 4 AM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–5. Written by Owen K.C. Stephens.  
The daughters of Absalom's mysterious Blakros family have long been among the most pursued maidens in the Inner Sea. Now the family's matriarch approaches the Pathfinder Society to help her break a centuries old pact with the denizens of the Plane of Shadow to save her twin daughters from a life of servitude at the hands of the Onyx Alliance. Heading into the fan favorite adventuring location of Blakros Museum, the PCs have only a short amount of time to break the Penumbral Accords and solidify the Pathfinder Society's ties to the powerful Blakroses.

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### **PFS 2-21: "The Dalsine Affair"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Sun 1 PM–6 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–7. Written by Alex Greenshields. Your mission takes you to the Taldan capital city of Oppara where the intricate web of political intrigue and ages old religious conflicts threaten the Pathfinder Society's presence in the land. When Baron Jacquo Dalsine's cousin is implicated in a recent attack on Society allies, the situation becomes even tighter for the Pathfinders, and at the end of the day some members of the Dalsine family may not get out unscathed.

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### **PFS 2-23: Shadows Last Stand, Part 1—"At Shadow's Door"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Mon 8 AM–Mon Noon  
**Duration:** 4 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–7. Written by Steven Robert. The Shadow Lodge's assault on the Pathfinder Society has come to a head in the Andoren city of Almas, where renegade Shadow Pathfinders have taken over the Grand Cathedral of Aroden, holding the Pathfinders and Venture Captain stationed there hostage. You must gain entry into the overrun Pathfinder lodge and put an end to the open warfare within the Society.

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### **PFS 2-24: Shadows Last Stand, Part 2—"Web of Corruption"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Mon Noon–Mon 4 PM  
**Duration:** 4 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–7. Written by Patrick Renie. The mastermind behind the Shadow Lodge incursion on the Pathfinder Society has been revealed—a mysterious

figure known only as The Spider. Your journey to discover the traitor's whereabouts and identities will take you throughout the streets and underground of Almas, even to the floor of the People's Council itself.

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### **PFS 2-25: "You Only Die Twice"**

**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** Sat 8 AM–1 PM, Mon 8 AM–Noon  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 5–9. Written by Hyrum Savage. The Pathfinder Society sends you into the undead ruled nation of Geb for an undercover mission, not

disguised as undead, but temporarily transformed into a shambling, zombie version of yourself. Can you survive the ordeal to return to the land of the living, or will your final grave be among Geb's bones?

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### **PFS 3-01: "The Frostfur Captives"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Sat 8 AM–1 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–5. Written by Jim Groves.

Tasked with escorting a group of goblin prisoners from their camp to civilization for interrogation by the Pathfinder Society, you must protect them not only from the beasts and hazards of the wilderness, but themselves.

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### **PFS 3-02: "Sewer Dragons of Absalom"**

**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Sat 8 AM–Sat 1 PM, Sun 8 AM–Sun 1 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 3–7. Written by Dennis Baker. Absalom is Golarion's busiest and most populous city, but one of its largest populations goes largely

unnoticed. You must venture into the sewers beneath the City at the Center of the World to stop the meddling dragons within from disrupting a vital Pathfinder Society operation.

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### **PFS 3-03: "Ghenett Manor Gauntlet"**

**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** Mon Noon–Mon 4 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 5–9. Written by Mike Shel. When the Pathfinder Society failed to obtain a valuable artifact from a wealthy Druman noble using diplomatic means, the eccentric collector challenged them to take it through skill from one of his well guarded manors throughout the world. You are sent to Ghenett Manor in Katapesh with the hopes of surviving long enough to return with the prize—assuming it's there at all.

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### **PFS 3-04: "Kortos Envoy"**

**Difficulty:** Complex  
**Req. Exp.:** Expert  
**Sessions:** Mon Noon–4 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 7–11. Written by Benjamin Bruck. The centaur tribes of the Isle of Kortos have long been an enigma to the people of Absalom. But the Pathfinder Society needs the help of one of the horsemen's greatest heroes, in it falls to you to negotiate an agreement between the Decemvirate and the centaurs of the plains.

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### **PFS 3-05: "Tide of Twilight"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Sun 8 AM–Sun 1 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–5. Written by Ron Lundein. In researching a recently recovered druidic lorestone, the Pathfinder Society learns of a powerful artifact with the power to turn men into bestial abominations. Amid claims of increased werewolf activity in the region, the PCs travel into the heart of the Verduran Forest to retrieve the valuable relic from a cabal of evil druids believed to currently hold it.

### **PFS 3-06: "Song of the Sea Witch"**

**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Fri 8 AM–1 PM, Sun 7 PM–Midnight  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 3–7. Written by Thurston Hillman.  
When an unlucky historian in Absalom uncovers an infernal book from distant

Tian Xia, he unwittingly unleashes a terrible evil into the city—the legions of devils imprisoned within its dusty pages. Only the book's holy counterpart can end the threat, and the Pathfinder Society has been called in to assist. Can the PCs locate and retrieve the key to ending the diabolical invasion of the City at the Center of the World, or will Absalom be drowned in the sea of destruction wrought by the Infernal Incantation?

### **PFS 3-07: "Echoes of the Overwatched"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Sun 7 PM–Midnight, Mon Noon–4 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–5. Written by James F. Mackenzie.  
When a Pathfinder agent working in the famed Blakros Museum in Absalom falls victim to a

terrible, ancient evil, it falls to the PCs to hunt down the released terror before it can retrieve a relic of the mad astronomer Ralzeros the Overwatched.

### **PFS 3-08: "Among the Gods"**

**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Sun 1 PM–Sun 6 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 3–7. Written by Michael Kenway.  
The Pathfinder Society sends the PCs to the mountaintop mausoleum and monument

known as Antios's Crown in search of a long lost relic believed to be contained there, but all is not as it seems. Can the Pathfinders survive the denizens of the remote mountain complex and the sinister plot of a powerful cultists who plans revenge on the Society that has foiled their plans one too many times?

### **PFS 3-09: The Quest for Perfection, Part 1—"The Edge of Heaven"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 8 AM–Fri 1 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–5. "The Edge of Heaven" is the first scenario in the three part The Quest for Perfection campaign arc. All three chapters are intended to be played in order.

Written by Jerall Toi, RPG Superstar 2011 runner up. In the distant land of Tian Xia, the Pathfinder Society's Lantern Lodge sends a team of agents high into the mountains of the Wall of Heaven to an abandoned Ioran monastery in search of a powerful relic to assist them in ensure victory in the upcoming Ruby Phoenix Tournament. Though the monastery has long laid unused by the faithful of the Master of Masters, it is not completely devoid of danger, and the PCs soon discover that merely retrieving the ancient artifact is but the beginning of a much larger quest.

### **PFS 3-10: "The Immortal Conundrum"**

**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** Fri 8 AM–1 PM, Sat 1 PM–6 PM, Sun 1 PM–6 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 5–9. Written by Larry Wilhelm.

When the Pathfinder Society receives an invitation to a dinner party at the Thuvian Embassy,

hosted by the guardian of this year's six doses of the infamous sun orchid elixir, the Decemvirate sends a team of Pathfinders to represent them and uncover the nature of the event. Can the PCs navigate the complex social landscape of Absalom's elite and gain access to the mysterious vault known as the Conundrum, or will they face public ridicule or worse in the face of the steepest competition in the Inner Sea?

### **PFS 3-11: The Quest for Perfection, Part 2—"On Hostile Waters"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 1 PM–6 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–5. "On Hostile Waters" is the second scenario in the three part The Quest for Perfection campaign arc. All three chapters are intended to be played in order. Written by Benjamin Bruck.

With an ancient Ioran relic in hand, the Pathfinders must make a long river voyage to the inland nation of Shokuro to return it to the only person who can reactivate the long dormant artifact. Whether dangers take the form of goblinoid menaces on the shores of Kaoling to the north or the powerful armies of Lingshen to the south, the Pathfinders' journey will be anything but a pleasure cruise. Can the PCs survive hostile waters to safely reach their destination, or will they fall victim to the perils of river travel in Tian Xia?

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### **PFS 3-12: Wonders in the Weave, Part**

#### **1—“The Dog Pharaoh’s Tomb”**

**Difficulty:** Detailed

**Req. Exp.:** Extensive

**Sessions:** Fri 1 PM–6 PM, Sun 1 PM–6 PM

**Duration:** 5 hrs.

**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 5–9. “The Dog Pharaoh’s Tomb” is the first scenario in the two part Wonders in the Weave campaign arc. Both chapters are intended to

be played in order. Written by Jonathan H. Keith. On an isolated demi plane, the Pathfinders explore an Osirian ruin transported from Golarion by a powerful sorcerer centuries ago. And though the Pathfinder Society believes the fruits of their delve to be ripe for the picking, the unnatural landscape surrounding the tomb and a run in with an unexpected guest make getting out with the treasure a tough task for the PCs.

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### **PFS 3-13: The Quest for Perfection, Part 3-**

#### **“Defenders of Nesting Swallow”**

**Difficulty:** Easy

**Req. Exp.:** None

**Sessions:** Fri 7 PM–Midnight

**Duration:** 5 hrs.

**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 1–5. “Defenders of Nesting Swallow” is the final scenario in the three part The Quest for Perfection campaign arc. All three chapters

are intended to be played in order. Written by Sean McGowan, RPG Superstar 2011 runner up. As the Pathfinders approach the village of Nesting Swallow in the Tian nation of Shokuro, they find it besieged by a gang of tengu bandits. Before their contact in the village will aid them in restoring the Ioran relic that brought them hundreds of miles to the isolated town, the PCs must repulse the attackers, using every ounce of tactical mettle and military strategy they possess to train the villagers, augment their defenses, and ultimately face off against the bandits’ charge.

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### **PFS 3-14: Wonders in the Weave, Part**

#### **2—“Snakes in the Fold”**

**Difficulty:** Detailed

**Req. Exp.:** Extensive

**Sessions:** Fri 7 PM–Midnight, Sun 7 PM–Midnight

**Duration:** 5 hrs.

**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 5–9. “Snakes in the Fold” is the second scenario in the two part Wonders in the Weave campaign arc. Both chapters are intended to be

played in order. Written by Hal Maclean. In a world the Pathfinder Society thought theirs for the exploring, the agents sent to retrieve a simple relic find themselves at odds with an entire lizardfolk village. As if that weren’t enough, however, am longtime rival to the Society has allied with the lizardfolk, and if not stopped, the Pathfinders’ entire operation on the newly discovered demiplane could be in jeopardy.

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### **PFS 3-15: “The Haunting of Hinojai”**

**Difficulty:** Detailed

**Req. Exp.:** Extensive

**Sessions:** Fri 7 PM–Midnight, Sun 8 AM–1 PM, Sun 7 PM–Midnight

**Duration:** 5 hrs.

**Cost:** \$3.00

A Pathfinder Society

Scenario designed for levels 5–9. Written by Jim Groves.

Ever seeking long lost secrets, the Pathfinder Society sends a team of agents to explore a reportedly haunted house

in the Dragon Empires nation of Minkai, hoping they can uncover the secret behind the legendary location’s tormented past.

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### **PFS 3-16: “The Midnight Mauler”**

**Difficulty:** Basic

**Req. Exp.:** Some

**Sessions:** Sat 1 PM–6 PM, Sun 7 PM–Midnight

**Duration:** 5 hrs.

**Cost:** \$3.00

A Pathfinder Society Scenario designed for levels 3–7. Written by Crystal Frasier.

The Decemvirate sends members of the Pathfinder Society to the former crown jewel of Ustalav’s

royal courts, the decaying city of Ardis. Tasked by the Society to look into the fate of Absalom’s former Master of Blades, Vonran Vilk, what they find will lead to exploration, diplomacy, murder, haunted pasts, and tragic love. Can the PCs stop the rampage of the Midnight Mauler before he kills again?

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### **PFS 3-17: “Red Harvest”**

**Difficulty:** Complex

**Req. Exp.:** Expert

**Sessions:** Fri 1 PM–6 PM, Mon 8 AM–Noon

**Duration:** 5 hrs.

**Cost:** \$3.00

A Pathfinder Society Scenario designed for levels 7–11. Written by Alex Greenshields.

In the naga ruled nation of Nagajor in southern Tian Xia, the Pathfinder Society

finds itself caught between feuding factions in a remote village. Forced to choose a side, the decisions of the agents involved could determine whether or not the Society gains access to a valuable religious artifact considered sacred by the village’s nagaji population.

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### **PFS 3-18: “The God’s Market Gamble”**

**Difficulty:** Easy

**Req. Exp.:** None

**Sessions:** Fri 1 PM–6 PM, Sun 8 AM–1 PM

**Duration:** 5 hrs.

**Cost:** \$3.00

A Pathfinder Society Scenario designed for levels 1–5. Written by Dennis Baker.

Valuable relics of religious natures have been disappearing on their way

into Absalom and the Pathfinder Society stands to lose countless irreplaceable artifacts if the cause isn’t found. Amid the bustling markets of the God’s Market in the shadow of the Starstone Cathedral, the Society sets a plan in motion to ensure the parties responsible for the recent thefts are caught and brought to justice.

### **PFS 3-19: "The Icebound Outpost"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 8 AM–1 PM, Sat 1 PM–6 PM, Sun 1 PM–6 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for levels 1–5. Written by Jeff Erwin.  
The Pathfinder Society discovers an Aspis Consortium base in an ancient Vudran temple now encased in a glacier

and sends the PCs to infiltrate it and investigate the extent of the rival organization's regional operations. Can the PCs get in the well guarded Aspis outpost and escape with their lives and the information the Society seeks?

### **PFS 3-20: The Rats of Round Mountain, Part 1—"The Sundered Path"**

**Difficulty:** Complex  
**Req. Exp.:** Expert  
**Sessions:** Sat 8 AM–1 PM, Sun 1 PM–6 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 7–11. "The Sundered Path" is the first scenario in the two part The Rats of Round Mountain campaign arc.

Both chapters are intended to be played in order and consecutively; PCs who do will receive a special reward at the arc's conclusion. Written by Kyle Baird.

In an effort to prevent an alliance between the Aspis Consortium and a contingent of ratfolk with incredible regional influence, the Pathfinder Society sends its best agents deep into a Darklands passage to the heart of Round Mountain, where the ratfolk hold court. But as is often the case for Pathfinders, the journey is an adventure unto itself, potentially deadly enough to prevent the PCs from reaching their destination at all.

### **PFS 3-21: "The Temple of Empyreal Enlightenment"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 7 PM–Midnight, Sat 8 AM–1 PM, Sun 1 PM–6 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for levels 1–5. Written by Ron Lundein.

Pathfinder Society to explore an abandoned aasimar temple to the benevolent deity. But what they find there is anything but an opportunity for peaceful reflection and enlightenment.

### **PFS 3-22: The Rats of Round Mountain, Part 2—"Pagoda of the Rat"**

**Difficulty:** Complex  
**Req. Exp.:** Expert  
**Sessions:** Sat 1 PM–Sat 6 PM, Sun 7 PM–Sun Midnight  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for Levels 7–11. "The Sundered Path" is the second and final scenario in the two part The Rats of Round Mountain campaign arc. Both chapters are

intended to be played in order and consecutively; PCs who do will receive a special reward at the arc's conclusion. Written by Russ Taylor.

In the hollow center of Round Mountain, the Pathfinder Society's crack team of special agents must navigate the so called Pagoda of the Rat, where the influential ratfolk of the region hold court. Can they break up negotiations between the ratfolk and the sinister Aspis Consortium, or will the risks taken to reach this point have been in vain? The future of the Pathfinder Society's viability in the region lies in the PCs' hands.

### **PFS 3-23: "The Goblinblood Dead"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Sat 1 PM–6 PM, Sun 7 PM–Midnight, Mon 8 AM–Noon  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for levels 1–5. Written by Jerald Toi.

More than a decade has passed since the Goblinblood Wars left the nation of Isger in shambles, and the

Pathfinder Society uses the many abandoned roads through the county's interior to smuggle valuable relics. But when a series of attacks on the Varisian caravans carrying the illicit cargo puts the route in jeopardy, it falls to the PCs to investigate and rid the region of the threat to the Society's operations.

### **PFS 3-24: "The Golden Serpent"**

**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** Sat 8 AM–1 PM, Sat 1 PM–6 PM, Sun 8 AM–1 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for levels 5–9. Written by Jim Groves.

The Pathfinder Society sends a team of agents to meet an important contact in an unassuming restaurant in Absalom's Ivy District, but not everything is as it seems. What the Pathfinders find there will lead them into a lion's den of danger and intrigue in the City at the Center of the World.

### **PFS 3-25: “Storming the Diamond Gate”**

**Difficulty:** Basic

**Req. Exp.:** Some

**Sessions:** Fri 1

PM–6 PM, Fri 7 PM–

Midnight, Sat 1 PM–6

PM, Sun 8 AM–1 PM

**Duration:** 5 hrs.

**Cost:** \$3.00

A Pathfinder Society

Scenario designed for levels 3–7. Written by Larry Wilhelm.

Agents of the Pathfinder Society have discovered the location of a back door into their private demiplane that puts the

entire realm at risk of plunder and exploitation at the hands of the Aspis Consortium. Rather than close the access point into their adventuring paradise, however, the Decemvirate sends a crack team of Pathfinders to secure the gate for future Society use... at any cost.

### **PFS 3-26: “Portal of the Sacred Rune”**

**Difficulty:** Complex

**Req. Exp.:** Expert

**Sessions:** Fri 7 PM–

Midnight, Sun 8 AM–

1 PM

**Duration:** 5 hrs.

**Cost:** \$3.00

A Pathfinder Society

Scenario designed for levels 7–11. Written by Sean McGowan.

The Pathfinder Society has secured one end of a portal from Golarion leading to an isolated demiplane rife

with adventuring opportunities. Now all that remains is gaining control of the other end, thereby ensuring safe and continued use by Pathfinders for years to come. The PCs are selected as the best chance the Decemvirate has of claiming the portal for their own.

### **PFS 3-EX: “The Cyphermage Dilemma”**

**Difficulty:** Easy

**Req. Exp.:** None

**Sessions:** Sat 8 AM–1

PM, Sun 8 AM–1 PM,

Sun 1 PM–6 PM, Sun

7 PM–Midnight

**Duration:** 5 hrs.

**Cost:** \$3.00

A Pathfinder Society

Scenario designed for levels 1–5. “The Cyphermage Dilemma” is an exclusive adventure to be run only by 4 star Pathfinder Society GMs, Venture Captain and Venture Lieutenant

campaign volunteers, and Paizo staff for its first year. Written by Patrick Renie.

In the shadow of the cyclopean Cyphergate that spans Riddleport’s harbor, the PCs find themselves embroiled in a dangerous plot of deception that one could only find in Varisia’s infamous pirate port.

### **PFS 4-01: “Rise of the Goblin Guild”**

**Difficulty:** Easy

**Req. Exp.:** None

**Sessions:** Fri 8 AM–1

PM, Fri 1 PM–6 PM,

Fri 7 PM–Midnight,

Sat 8 AM–1 PM, Sat

1 PM–6 PM, Sun 8

AM–1 PM, Sun 1

PM–6 PM, Sun 7

PM–Midnight, Mon

8 AM–Noon, Mon

Noon–4 PM

**Duration:** 5 hrs.

**Cost:** \$3.00

A Pathfinder Society

Scenario designed for levels 1–5. Written by Matthew Goodall.

When a monster is discovered on the grounds of the Pathfinder Lodge at Heidmarch Manor in Magnimar, an investigation into its appearance leads the PCs deep under the City of Monuments—and face to face with a burgeoning thieves’ guild.

### **PFS 4-02: “In Wrath’s Shadow”**

**Difficulty:** Basic

**Req. Exp.:** Some

**Sessions:** Fri 8 AM–1

PM, Fri 1 PM–6 PM,

Fri 7 PM–Midnight,

Sat 8 AM–1 PM, Sat

1 PM–6 PM, Sun 8

AM–1 PM, Sun 1

PM–6 PM, Sun 7

PM–Midnight, Mon

8 AM–Noon, Mon

Noon–4 PM

**Duration:** 5 hrs.

**Cost:** \$3.00

A Pathfinder Society

Scenario designed for levels 3–7. Written by Mike Shel.

In the ruins of Xin Bakrakan—seat of power of the Runelord of Wrath—the Pathfinder Society stands on the verge of a great discovery, but first the brave agents exploring the ruins must survive ages old dangers and contemporary threats to return with the knowledge and wealth they’ve unearthed.

### **PFS 4-03: “The Golemwarks Incident”**

**Difficulty:** Detailed

**Req. Exp.:** Extensive

**Sessions:** Fri 8 AM–1

PM, Fri 1 PM–6 PM,

Fri 7 PM–Midnight,

Sat 8 AM–1 PM, Sat

1 PM–6 PM, Sun 8

AM–1 PM, Sun 1

PM–6 PM, Sun 7

PM–Midnight, Mon

8 AM–Noon, Mon

Noon–4 PM

**Duration:** 5 hrs.

**Cost:** \$3.00

A Pathfinder Society

Scenario designed for levels 5–9. Written by Larry Wilhelm.

When the Golemwarks in Magnimar starts reporting some “problems” with their most recent batch of golems, the PCs are sent to investigate in the hope that the Pathfinder Society can get on good terms with the influential arcane organization.

## **PFS 4-04: "King of the Storval Stairs"**

**Difficulty:** Complex  
**Req. Exp.:** Expert  
**Sessions:** Fri 8 AM–1 PM, Fri 1 PM–6 PM, Fri 7 PM–Midnight, Sat 8 AM–1 PM, Sat 1 PM–6 PM, Sun 8 AM–1 PM, Sun 1 PM–6 PM, Sun 7 PM–Midnight, Mon 8 AM–Noon, Mon Noon–4 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for levels 7–11. Written by Dennis Baker.  
The PCs are sent to map the Storval Stairs and ensure the stairs provide a safe route to the Storval Rise from Magnimar, but upon their arrival, they find the ancient site claimed and "ruled" by the self proclaimed King of the Storval Stairs. Only through guile, diplomacy, or cold steel will the Pathfinders ensure access to iconic Thassilonian location.

## **PFS Intro 1: First Steps, Part 1—"In Service of Lore"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 8 AM–1 PM, Fri 1 PM–6 PM, Fri 7 PM–Midnight, Sat 8 AM–1 PM, Sat 1 PM–6 PM, Sat 7 PM–Midnight, Sun 8 AM–1 PM, Sun 1 PM–6 PM, Sun 7 PM–Midnight, Mon 8 AM–Noon  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for 1<sup>st</sup> level characters, part of an introductory series to Pathfinder Society Organized Play. Written by Adam Daigle.

In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom,

pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.

## **PFS Intro 2: First Steps, Part 2—"To Delve the Dungeon Deep"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 8 AM–1 PM, Fri 1 PM–6 PM, Fri 7 PM–Midnight, Sat 8 AM–1 PM, Sat 1 PM–6 PM, Sat 7 PM–Midnight, Sun 8 AM–1 PM, Sun 1 PM–6 PM, Sun 7 PM–Midnight, Mon 8 AM–Noon, Mon Noon–4 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Scenario designed for 1<sup>st</sup> level characters, part of an introductory series to Pathfinder Society Organized Play. Written by Stephen Radney MacFarland.

You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you

will experience firsthand the true dangers of being a tomb delving Pathfinder.

## **PFS Intro 3: First Steps, Part 3—"A Vision of Betrayal"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 8 AM–1 PM, Fri 1 PM–6 PM, Fri 7 PM–Midnight, Sat 8 AM–1 PM, Sat 1 PM–6 PM, Sat 7 PM–Midnight, Sun 8 AM–1 PM, Sun 1 PM–6 PM, Sun 7 PM–Midnight, Mon Noon–4 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

you can hope to meet with the representative of the elusive gillmen, and only then come face to face with the greatest threat to the Pathfinder Society.

## **PFS Module: "Crypte of the Everflame"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Sat 8 AM–6 PM  
**Duration:** 10 hrs.  
**Cost:** \$6.00

runs for 2 slots.

The young heroes of the town of Kassen are ready for their coming of age ceremony, an old tradition in which they retrieve a piece of the eternal flame burning in the tomb of the town's founder. Yet when they arrive there, they find only the corpses of their fellow townsfolk, dead bandits, and mysterious animated skeletons. The novice heroes must brave the traps and perils of the Crypt of the Everflame, discover the source of the corruption that has awoken an ancient evil, and defeat a menace that seeks vengeance against Kassen and its people.

## **PFS Module: "No Response from Deepmar"**

**Difficulty:** Complex  
**Req. Exp.:** Expert  
**Sessions:** Fri 8 AM–Midnight  
**Duration:** 15 hrs.  
**Cost:** \$9.00

\*This is a 3 slot event\*  
A dungeon and wilderness exploration Pathfinder Society Module designed for levels 7–9. Written by Stephen S. Greer.  
A hundred miles off the Chelish coast lies the remote island of Deepmar, where the House of Thrune sends prisoners to work in crystal mines, wresting valuable spell components from the depths of the earth. A month ago, all contact with the penal colony ceased, and now someone must discover what mysterious fate has befallen the prisoners and guards of this isolated mining operation. The abandoned colony shows no signs of struggle yet something is clearly not right: Herds of animals lie mutilated in the surrounding fields. The savage beasts of the island have run amok inside the compound.

And the silent, gaping mines—each named for a different layer of Hell—lead to new threats beyond anyone's imagining. As the PCs explore the island in search of the missing miners and their jailers, what they discover may unhinge their very minds. If left unchecked, the new masters of Deepmar could bring about a new era of madness for all of Cheliax—and beyond.

### **PFS Module: "The Midnight Mirror"**

**System:** Paizo's Pathfinder Society Campaign  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** Sun 8 AM–Midnight  
**Duration:** 15 hrs.  
**Cost:** \$9.00

\*This is a 3 slot event\*  
A horror and investigation Pathfinder Society Module designed for levels 3–5. Written by Sam Zeitlin, 2011's winner of Paizo Publishing's annual RPG Superstar contest.

The sleepy town of Karpad

in shadow haunted Nidal has long been overseen by the Boroi family, and until a few weeks ago, the citizens under Baron Stepan Boroi's rule have lived uneventful lives of relative peace. Recently, however, the outbreak of a virulent and fatal disease and a number of mysterious disappearances have left the people of Karpad paranoid and fearful. Even Baron Stepan has been acting strangely, and now the tenuous balance of racial tensions between Karpad's human and fetchling populations stands on the verge of collapsing into total anarchy. Can the PCs uncover the root of Karpad's problems and put an end to the deadly virus, the terrifying disappearances, and the miasma of fear and distrust that threatens to overwhelm the region?

### **PFS Module: "We Be Goblins"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri Midnight–4 AM, Sat Midnight–4 AM, Sun Midnight–4 AM  
**Duration:** 4 hrs.  
**Cost:** \$3.00

A most unusual Pathfinder Society adventure for 1<sup>st</sup> level goblin characters. Pregenerated goblins will be provided for this event. Written by Richard Pett.

The Licktoad goblins of Brinestump Marsh have

stumbled upon a great treasure—fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation, the Licktoads' leader, His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh. In order to prove themselves as the Licktoads' bravest goblins, the PCs must complete a series of dangerous dares, from swallowing bull slugs and braving the dreaded Earbiter to dancing with Squealy Nord himself. Yet even once they've proven their mettle, the adventure is just beginning.

### **PFS Special: "Race for the Runecarved Key"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Sat 7 PM–Midnight  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Pathfinder Society Special designed for levels 1–12+. This is a special event where all tables adventure as a group. Written by Kyle Baird and Tim Hitchcock.

An ancient Thassilonian artifact has been unearthed in Magnimar and is to be auctioned off by the city government. In order to maintain good relations with those in power in the City of Monuments, the Pathfinder Society must obtain the relic without simply stealing it, although employing any other means necessary. It falls to the PCs to infiltrate the auction, sabotage the other bidders' efforts, and call in favors from those in the Society's debt to ensure the Runecarved Key (and the secrets it unlocks) belongs to the Pathfinders when the adventure draws to a close.

### **Legends of Arcanis (Paradigm Concepts)**

#### **LA SP-11: "Cache"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 1 PM–6 PM, Sat 8 AM–1 PM, Sun 1 PM–6 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Legends of Arcanis event designed for all levels.

You are sent on a scouting mission behind the demonic army's lines. Your mission: Hinder the enemy. Cut their supply line. Don't get caught.

"Secret operations are essential in war; upon them the army relies to make its every move." Axun

#### **LA SP-12: "1000 Words"**

**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** Fri 7 PM–Midnight, Sat 1 PM–6 PM, Sun 8 AM–1 PM  
**Duration:** 5 hrs.  
**Cost:** \$3.00

A Legends of Arcanis event designed for all levels.

When a painting is worth a thousand words, what image might those words paint? Not everything is black and white in Faerdlau as the Heroes are invited to speak with Ryter Ealdmar val'Holryn.

*"The fool desires to live forever. The average man desires to be remembered forever. The wise man desires that his actions be remembered but cares not whether his name is forgotten. All men crave immortality in their own way, and this desire makes all men craven when they should be bold; foolish when they should be wise." Elandre val'Assante*

## CAMPAIGN RPGS GRID

Pathfinder Society	Friday					Saturday					Sunday					Monday							
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	8A	1P	7P	12A	8A	1P	7P	12A	8A
PFS Intro 1: First Steps, Pt. 1 "In Service of Lore"; Lvl 1	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS Intro 2: First Steps, Pt. 2 "To Dive the Dungeon Deep"; Lvl 1	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS Intro 3: First Steps, Pt. 3 "A Vision of Betrayal"; Lvl 1	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 0-01: "Silent Tide"; Lvl 1-5	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 0-07: "Among the Living"; Lvl 1-7	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 0-08: "Slave Pits of Abalom"; Lvl 1-5	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 0-14: "The Many Fortunes of Grandmaster Torch"; Lvl 1-7	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 0-21: "Our Lady of Silver"; Lvl 3-7*	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 2-11: "The Penumbral Accords"; Lvl 1-5	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 2-21: "The Daisine Affair"; Lvl 1-7	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 2-23: Shadows Last Stand, Pt. 1 "At Shaddow's Door"; Lvl 1-7;	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 2-24: Shadows Last Stand, Pt. 2 "Web of Corruption"; Lvl 1-7	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 2-25: "You Only Die Twice"; Lvl 5-9*	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-01: "The Frostbit Captives"; Lvl 1-5	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-02: "Sewer Dragons of Absalom"; Lvl 3-7*	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-03: "Ghement Manor Gauntlet"; Lvl 5-9*	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-04: "Korros Envoy"; Lvl 7-11**	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-05: "Tide of Twilight"; Lvl 1-5	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-06: "Song of the Sea Witch"; Lvl 3-7*	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-07: "Echoes of the Overwatched"; Lvl 1-5	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-08: "Among the Gods"; Lvl 3-7*	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-09: The Quest for Perfection, Pt. 1 "The Edge of Heaven"; Lvl 1-5	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-10: "The Immortal Conundrum"; Lvl 5-9**	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-11: The Quest for Perfection, Pt. 2 "On Hostile Waters"; Lvl 1-5	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-12: Wonders in the Wave, Pt. 1 "The Dog Pharaoh's Tomb"; Lvl 5-9*	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-13: The Quest for Perfection, Pt. 3 "Defenders of Nesting Swallow"; Lvl 1-5	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-14: Wonders in the Wave, Pt. 2 "Snakes in the Fold"; Lvl 5-9*	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-15: "The Haunting of Hinjolaj"; Lvl 3-7*	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-16: "The Midnight Mauler"; Lvl 7-11**	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-17: "Red Harvest"; Lvl 7-11**	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS 3-18: "The God's Market Gamble"; Lvl 1-5	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•

\* These events are not recommended for new players either because starting levels are above 1<sup>st</sup>, or because they are much tougher events.  
 \*\* These events can **NOT** be played by new players because characters for this CampaignRPG are not allowed to be created at the minimum level required for playing the event.

Pathfinder Society (Continued)	Friday							Saturday							Sunday							
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A
PFS 3-19: "The Icebound Outpost"; Lvl 1-5	•																					
PFS 3-20: "The Rats of Round Mountain, Pt. 1 - "The Sundered Path"; Lvl 7-11**		•													•							
PFS 3-21: "The Temple of Empyrean Enlightenment"; Lvl 1-5		•													•							
PFS 3-22: "The Rats of Round Mountain, Pt. 2 - "Pagoda of the Rat"; Lvl 7-11**		•													•							
PFS 3-23: "The Goblinblood Dead"; Lvl 1-5		•													•	•	•	•	•	•	•	•
PFS 3-24: "The Golden Serpent"; Lvl 5-9*		•													•	•	•	•	•	•	•	•
PFS 3-25: "Storming the Diamond Gate"; Lvl 3-7*		•													•	•	•	•	•	•	•	•
PFS 3-26: "Portal of the Sacred Rune"; Lvl 7-11**		•													•	•	•	•	•	•	•	•
PFS 3-27: "The Cyphermage Dilemma"; Lvl 1-5		•													•	•	•	•	•	•	•	•
PFS 3-28: "Rise of the Goblin Guild"; Lvl 1-5		•													•	•	•	•	•	•	•	•
PFS 3-29: "In Wealth's Shadow"; Lvl 3-7*		•													•	•	•	•	•	•	•	•
PFS 3-30: "The Golemworks Incident"; Lvl 5-9*		•													•	•	•	•	•	•	•	•
PFS 3-31: "King of the Storval Stairs"; Lvl 7-11**		•													•	•	•	•	•	•	•	•
PFS Module: "Crypt of the Everflame"; Lvl 1-2		•													•	•	•	•	•	•	•	•
PFS Module: "No Response from Deepimar"; Lvl 7-9**		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS Module: "The Midnight Mirror"; Lvl 3-5*		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS Module: "We Be Goblins"; Lvl 1		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
PFS Special: "Race for the Runecarved Key"; Lvl 1-12+		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Legends of Arcanis																						
Friday							Saturday							Sunday							Monday	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	12 P
8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	12 P	
Living Forgotten Realms																						
Friday							Saturday							Sunday							Monday	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	12 P
8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	12 P	
LA SF 1-1: "Cache"; All Tiers																						
LA SF 1-2: "1000 Words"; All Tiers							LA SF 1-3: "Race for the Runecarved Key"; Lvl 1-12+							LA SF 1-4: "Twisted Rune"; Lvl 11-20							LA SF 1-5: "Plain of Stone Spiders"; Lvl 11-20	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	12 P
8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	12 P	
LFR CALL 1-1: "Plain of Stone Spiders"; Lvl 11-20																						
LFR CALL 1-2: "Dragon Above, Desert Below"; Lvl 11-20							LFR CALL 1-3: "Twisted Rune"; Lvl 11-20							LFR CALL 1-4: "Plain of Stone Spiders"; Lvl 11-20							LFR CALL 1-5: "Dragon Above, Desert Below"; Lvl 11-20	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	12 P
8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	1 P	7 P	12 A	8 A	12 P	

## ROLE-PLAYING GAMES (NON-CAMPAIGN)

### 50 Fathoms—Curses! Curses! Curses!

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Kinstle, Joel

A Savage SUNDAY Night game. Pregens avail. No exp. necessary. Welcome to Caribdus, a fantasy world drowning under an endlessly rising tide. Trying to free your crew from enchantment, you stumble upon another curse

spanning two worlds! Can you save yourselves in time to save a drowning world from a worse fate?

### A Cause to Die For

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Beaver, Vickey

In the tribal fantasy world of Tunse'al, tensions between the great tribes are not uncommon. When your party happens across a permanent settlement, the warm hospitality is welcome.

You are in awe of the eclectic group of members from four of the great tribes. Your group stays to get acquainted, but suspects the harmony is too good to be true; you must discover why. Bring d20 dice. Prize awarded!

### A Dirge for the Earth, Eldrich and Anon

**System:** GURPS  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 6, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Griner, Travis

The first thing you notice is that you're no longer floating. The next thing is that you need to re learn to walk. All around you, others are in the same situation, and like you, they can't remember who

they are or why they're here. All this wouldn't be so bad if those red lights and sirens weren't blaring while the smiling hologram lady was telling you about some eminent collision.

### A Piece of the Action II

**System:** Pathfinder  
**Difficulty:** Complex  
**Req. Exp.:** Expert  
**Sessions:** 10  
**Duration:** 8 hrs.  
**Cost:** \$3.00  
**GM:** Campbell, J. Kip

A Piece of the Action II is a team PVP event that takes place on the docks in the city of Tiers. Players are encouraged to create three man teams to vie against each other for control of the docks. (See Character

Generation Rules below.) Individual players and partial teams will be grouped together at the start of the game. Awards for the winning team.

### A Tiamat Challenge 2012

**System:** Pathfinder  
**Difficulty:** Complex  
**Req. Exp.:** Extensive  
**Sessions:** 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sutherland, Rob

This is a five Hero fight to the death against the Mother of Evil Dragons—Tiamat. Slay her, save the world; Fail, the world becomes hers. This is a final battle from the five bounties previously played. Heros were selected from those five games. Alternates may be selected. Characters will be the same ones used previously. No new characters.

### Agton's Tor

**System:** Pathfinder  
**Difficulty:** Basic  
**Req. Exp.:** Extensive  
**Sessions:** 6  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Campbell, J. Kip

Agton's Tor is a grand melee event. Players will pit their best character creations against the denizens of Agton's Tor in an attempt to stop the druid. (See Character Generation Rules below)

Pre Gens available to those players short on time.

### Apex of Reality—An Homage to Byward Maggot

**System:** Star Thugs  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 1  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Drake, Tom

The Wordslinger King has unlocked the Pattern established in place, opening the Tower again. Orkane Khor is now amock in another reality and a kai tet of heroes must assemble together to fight him again. Homage to the now dead Byward Maggot's 10 year masterwork, "Star Trek Goes to Hell" including all genres, realities and potential universe states. Contact the GM to make a char. Pregens avail.

### Asteroid N54-7

**System:** HeroQuest  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 9, 14  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Millians, David

The Director has died in a mining accident, an illness is sweeping the workers, there may be an issue with the recycling system, and the supply ship isn't due for another two weeks. It's up to you to keep things from spinning out of control.

## **Bad Soil**

**System:** Call of Cthulhu d20  
**Difficulty:** Complex  
**Req. Exp.:** Extensive  
**Sessions:** 2, 3, 6, 7,  
10, 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Higdon, Tyler

As one of Arkham's elite, you're bound to your duty to serve and protect. The commercial farming community of Dunwich has been plagued with drought, a strange illness among the livestock and strange occurrences that have many in panic. Most blame the unnatural heat wave, while others believe it to be a curse. Will you and your team be able to uncover the truth behind the BAD SOIL?

## **Blood and Ice**

**System:** Savage Kingdoms  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 2  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Yow, Mike

Explore the wicked wonders of the Winter Kingdom, known as Mulovia to some, a Northern realm of decadent necromancers, powerful vampire lords, and scheming priests of Anderok, raven god of

death and winter. A local czar seeks daring outsiders to do his dirty work, but where there is great risk, there is greater reward. Be one of the first to playtest this new dark fantasy RPG in its Dragon\*Con debut!

## **Bounties of Tiamat—Geris**

**System:** Pathfinder  
**Difficulty:** Complex  
**Req. Exp.:** Extensive  
**Sessions:** 2  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sutherland, Rob

This is a dragon bounty hunt. You and three others will lay siege to the Guardian of Tiamat, heir to the pure Geris bloodline and retrieve the Dragon Egg. If successful, a single survivor will be selected to

face Tiamat in a final battle set for Sunday at 6:00 PM. The one selected should make plans to attend or select another.

## **Bounties of Tiamat—Nerothroc**

**System:** Pathfinder  
**Difficulty:** Complex  
**Req. Exp.:** Extensive  
**Sessions:** 6  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sutherland, Rob

This is a dragon bounty hunt. You and three others will lay siege to the Guardian of Tiamat, heir to the pure Nerothroc bloodline and retrieve the Dragon Egg. If successful, a single survivor will

be selected to face Tiamat in a final battle set for Sunday at 6:00 PM. The one selected should make plans to attend or select another.

## **Bounties of Tiamat—Nivus**

**System:** Pathfinder  
**Difficulty:** Complex  
**Req. Exp.:** Extensive  
**Sessions:** 1  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sutherland, Rob

This is a dragon bounty hunt. You and three others will lay siege to the Guardian of Tiamat, heir to the pure Nivus bloodline and retrieve the Dragon Egg. If successful, a single survivor will be selected to face Tiamat in a final battle set for Sunday at 6:00 PM. The one selected should make plans to attend or select another.

## **Bounties of Tiamat—Skel**

**System:** Pathfinder  
**Difficulty:** Complex  
**Req. Exp.:** Extensive  
**Sessions:** 5  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sutherland, Rob

This is a dragon bounty hunt. You and three others will lay siege to the Guardian of Tiamat, heir to the pure Skel bloodline and retrieve the Dragon Egg. If successful, a single survivor will be selected to face Tiamat in a final battle set for Sunday at 6:00 PM. The one selected should make plans to attend or select another.

## **Bounties of Tiamat—Virid**

**System:** Pathfinder  
**Difficulty:** Complex  
**Req. Exp.:** Extensive  
**Sessions:** 3  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sutherland, Rob

This is a dragon bounty hunt. You and three others will lay siege to the Guardian of Tiamat, heir to the pure Virid bloodline and retrieve the Dragon Egg. If successful, a single survivor will be selected to face Tiamat in a final battle set for Sunday at 6:00 PM. The one selected should make plans to attend or select another.

## **Burn the Witch?**

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sheffer, Bruce

Your team of interdimensional explorers come across a small french colony on the shores of 17th century South Carolina who are about to convict teen girl for witchcraft. What do you do? This is a Fringeworthy setting, the game of exploring alternate earths and other places.

## Catapult

**System:** Dungeon World  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1, 2, 3, 4, 10, 13  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Lane, Christopher

Dungeon World is an RPG with old school style, but modern rules. There is a situation to catapult the characters into action, but there is no script. We will have to play off each other to explore the world and do amazing things. If you are used to mainstream fantasy games, you can still expect elves and dwarves, thieves and clerics—just don't expect miniatures on a grid or initiative rolls.

## Celebrity Zombie Apocalypse

**System:** Savage Worlds  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 6, 10  
**Duration:** 3 hrs.  
**Cost:** \$3.00  
**GM:** James, Aaron

Ever wonder what would happen if your favorite zombie movies came to life? Of course you have. But do you think Lady Gaga could survive the hordes of undead? Would Justin Bieber die as quickly as we all think he would? Would Woody Harrelson grab a chainsaw and be really freakin' awesome? Celebrity Zombie Apocalypse brings this to life. Find out who's gonna make it, and who's gonna be zombie food.

## Character Building Session

**System:** Serenity  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 6  
**Duration:** 2 hrs.  
**Cost:** \$3.00  
**GM:** Scott, Saxony

Learn about character creation for the Big Damn Hero level and basic rules of gameplay. If there is time we will also run through a combat scenario.

## Children of the Blood

**System:** Amber  
Diceless RPG  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 11  
**Duration:** 6 hrs.  
**Cost:** \$3.00  
**GM:** Acker, Scott

The ongoing saga of the young Amberites in the pre history of Zelazny's Amber chronicles.

## Circus Maximus

**System:** GURPS  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 4, 8  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Griner, Travis

Everyone has felt as if they were a stranger in their own life, but what if life was right? You can't put your finger on it, but that strange feeling of *deja vu* and the feeling that these

people aren't really your friends and family has been plaguing you lately. Now, this stranger comes to you and tells you its all a dream?

## CMP2012-01 Swing the Vote

**System:** Shadowrun 4<sup>th</sup> Edition  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 1, 5  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

You thought soystuff didn't come anymore bland? Welcome to London. It's wet and cold in what's left of the domes, but the political scene is smoldering. The balance of power hinges on the next vote in Parliament, and the sprawl threatens to erupt into flames as each side stops at nothing to swing the vote their way. The world of politics, however, has its own secrets in the shadows, and sometimes they're best taken to the grave.

## CMP2012-02 Five Minutes to Midnight

**System:** Shadowrun 4<sup>th</sup> Edition  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 2, 6  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

Take one researcher from the British Museum add NeoNet, the New Druidic Movement, and the SAS and you get a group of runners that have to do everything possible to stay alive.

## CMP2012-03 Silicon Slick

**System:** Shadowrun 4<sup>th</sup> Edition  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 3, 7  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

Artholomew Johnson is a New York powerbroker recently transplanted to London and has hasn't wasted any time making his mark. Recently, one of his couriers went missing after an ambush. Johnson wants him and his cargo back. But Johnson isn't the only one looking for the courier; at least three others are looking as well.

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### CMP2012-04 Depth Charge

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**System:** Shadowrun 4<sup>th</sup>  
**Edition**  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 4, 8  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

They didn't ask for a canister of prototype FAB along what the package they were supposed to recovery, but they dealt with it. Or it dealt with them.

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### CMP2012-08 The Hung Over

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**System:** Shadowrun 4<sup>th</sup>  
**Edition**  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 8, 12  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

Man, Laes sucks. But when you wake up with a pounding headache, no memories, and a list of likely suspects, what is there to do but what comes naturally? Find out who's responsible, and make them pay!

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### CMP2012-05 Hoping the Fence

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**System:** Shadowrun 4<sup>th</sup>  
**Edition**  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 5, 9  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

There's a load of cargo and a VIP that wants to get from Seattle to Portland as soon as possible. Your passenger has the route, the contacts, and the gear all lined up...what could possibly go wrong?

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### Con Survival

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**System:** Dread  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 3, 7  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Andrew Lewis

Dread is a dice less and numberless RPG where the actions of the characters are paramount. Dread: Con Survival is a scenario where players will have to use their creativity skills and talents to be the last survivor of the con. Dread is based on a block tower mechanic (similar to a Jenga tower) where pulls of blocks to determine success. This is a introductory level game and no experience is needed.

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### CMP2012-06 Domestic Tranquility

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**System:** Shadowrun 4<sup>th</sup>  
**Edition**  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 6, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

A handful of Portland street gangs are getting more and more violent towards one each other, and so brazen with their attacks that it has caught the personal attention of the Princes of Tir Tairngire... more particularly, your

patron, the vindictive and ruthless Evan Parris.

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### D-Team—All the World's a Stage

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**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1, 13  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Geddings, Tommy

D-team are non standard adventurers. Goliath, Rogue, Kobold warlock, Halfling fighter, etc. They have a mission, rescue the client's brother from jail. Getting into the jail is easy, getting out, not so much. Things take a turn for the worst and it falls to you to save the kingdom, prevent multi nation war and at some point, deal with a chorus line of dancing dwarves. Maybe jail was easier.

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### CMP2012-07 Grocery List

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**System:** Shadowrun 4<sup>th</sup>  
**Edition**  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 7, 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

Tir Tairngire is famous for its unspoiled wilderness. It's time to spoil it! A bunch of paracritters have something your boss wants—their body parts and it's up to you to go get him everything he's asked for.

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### Deadlands: Hell on Earth—Where Angels Fear

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**System:** Savage Worlds  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Black, Clint

Hell On Earth Reloaded presents a possible post apocalyptic future of Deadlands: The Weird West, Pinnacle's premier alternative history setting. It uses the award winning Savage Worlds roleplaying system, designed for fast gameplay and adaptability.

"Where Angels Fear" takes the heroes to a survivor settlement caught in a desperate situation and grasping for salvation.

## Deadwood to Tombstone

**System:** GURPS  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 7  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Griner, Travis

"Nine Finger Sally told me the last time I saw her that somebody wanted her dead. Now The Bleeding Lamb and that whole side of the street is so much warm charcoal, and so is Sally."

"Now you want to hire me to run this wagon down to Arizona with you? Sure, I got nuthin' left here, and I swear I can still hear Sally screamin' when I close my eyes."

## Weird West Action and Adventure

### Death Before Slavery

**System:** Savage Worlds  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 3, 6, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Thompson, Calvin

When a crazed necromancer preys upon the rural village of Markado with hordes of zombies and reanimated dinosaurs, perhaps the village's only hope lies in another necromancer.

This uses the Fast, Furious, and Fun Savage Worlds system. Characters sheets are provided, and no experience is necessary.

### Deutschland Uber Alles

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 6  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Bryant, Peter

This is a seat of the pants pulp style Savage Worlds adventure set in the Fringeworthy setting. You'll play one of five interdimensional explorers as they race to stop Hitler in a world where the Third

Reich got "the bomb" first.

No experience, no characters, and no equipment needed. Just show up and have a blast killin' Nazis and saving the world.

### Enter the Pygmy Dragon XI: The Recreation Engine

**System:** Wild Talents  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2, 3, 6, 13  
**Duration:** 3.75 hrs.  
**Cost:** \$3.00  
**GM:** Ditto, Ken

The Clown Wars are over. The Great Jungle is a ravaged, ruined, confetti covered, multi colored mess. What would the Great Hamster do? Spend years cleaning it all up? Or seek out the fabled

Recreation Engine a reality warping, monstrous, mechanical machination of non Euclidean energies? Probably the former, but how hard can it be to find some long, lost, instrument of incalculable power?

## Enter the Wilderness

**System:** Ryutatama  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 4  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sanchez, Matt

Ryutatama, the Japanese role playing game of natural fantasy in English!

All citizens of the world of Ryutatama embark on a voyage at some point in their life. Now it's your turn! Join other travelers

and enjoy the scenic beauty and hidden dangers of the world. Who knows, you just might run into a dragon!

This light fantasy game, popular in many gaming circles, requires no dice or Japanese ability.

## Expendables—Putting the Fun in Funhouse

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2, 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Geddings, Tommy

Your team of former villains has a chance at being legit. Or at least kind of legit. Someone stole the Army's disintegration ray and the terrorists who were trying to buy it are now missing. Find the

weapon, save the day. Super powered game using Savage Worlds system. Pregens provided. Come ready to have fun!

## Feast of Ravenmoor

**System:** Pathfinder  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1, 5, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Weeks, Thomas

Feast of Ravenmoor is an adventure for 3<sup>rd</sup> level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. It features a terrifying

adventure set in a rural village in the frontier realm of Varisia, and a brand new monster eager to torment and frighten unsuspecting adventurers.

## Fistful of Martians

**System:** Marvel Super Heroes RPG (d100)  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Kennedy, David

The Martian Invasion of the Old West has failed! Loveless has escaped! Join our heroes as they chase him back to the Red Planet!

## Flight of the Icarus

**System:** Marvel Super Heroes RPG (d100)  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 7  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Kennedy, David

to salvage are the prisoners! Using modified classic marvel, no experience necessary, bring yourself and a sense of fun!

## Galaxy Rangers—The Phobos Incident

**System:** Fate  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1, 6, 9  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Thompson, Michael

The Icarus is your standard prison barge transporting the galaxies most dangerous prisoners to the new life on the penal colony until it stumbles upon a mysterious abandoned ship. Now the only people with the skills

*ATTENTION: Cruiser Ajax*  
**BEGIN TRANSMISSION:**  
The space liner Queen of the Stars has stopped responding to hails. Course projections indicate a collision with the Phobos Penal Colony in T-Minus five hours and counting.

Proceed at full speed to her last known position and investigate. Be advised, President Smith's daughter is confirmed to be on board. *:END TRANSMISSION*

## Games On Demand

**System:** Various Indie and Small Press Games  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2, 3, 4, 6, 7, 8, 10, 13  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Cassell, Arnold and Hubbird, Tobes

Try new games! Meet new people! Win prizes! Taste the best of what small press gaming has to offer. Over a dozen games on tap, and knowledgeable GMs to run them. From focused, gritty personal tragedy, to global apocalypse, mystic far east to pre historic ice

people. Try something different, you might like it. Or better yet, you might find a new way to enjoy what you already play. Did I mention prizes? Sign up at the Games on Demand Tables near Gaming Registration in the Hilton.

## Garden of Flesh

**System:** Fate  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 2, 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Thompson, Stephen

In Atlanta, an ancient, hungry mass wriggles its way across the void into an empty basement. In seconds, the screaming starts—and it doesn't stop. Your team of urban fantasy heroes is called in when another paranormal

investigator is committed. Follow the clues from the sanitarium steps straight into the bowels of hell—before the entire city is consumed!

## Guardsmen—No More Monkey Business

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 7  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Geddings, Tommy

Your team of modern soldiers have to investigate a problem at a Florida barrier island. What could go wrong at a vitamin research facility? Well, Agent "Lynch" from the FDA seems a bit odd but

it should be a simple assignment. After all, it got you out of the brig so it should be a walk in the park.

## Here There Be Dragons!

**System:** Call of Cthulhu d100  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 5  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Billings, Randy

This will be using my London After Midnight setting for Call of Cthulhu and the BRP. Its 1891 and a Strange Artifact has been stolen from the British Museum. Lord Talbot of Cornwall commissions the members of the Lackadaisy Club to discreetly search for the object as it must be returned to its proper owner. The Order of the Dragon must be stopped!

## Honor of Men

**System:** Conan D20  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 12  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Yow, Mike

King Eldran of the Border Kingdom, one of many self styled lords of that half tame land, is missing his royal daughter. Desperate for brave rescuers, he hires adventurers and sell swords for a sojourn that will take the would be heroes into the borderlands of northwestern Brythunia! A Conan OGL/D20 sword and sorcery yarn for character levels 6–7, set in Robert E. Howard's Hyborian Age.

## In the Lich-King's Garden

**System:** Pathfinder  
**Difficulty:** Basic  
**Req. Exp.:** Extensive  
**Sessions:** 7  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Campbell, J. Kip

In the Lich King's Garden is a unique PVP opportunity. Fight in the Lich King's graveyard and gain life from every character you kill. Players start with 1<sup>st</sup> level characters and fight to the death. With every kill a level (or more) is immediately gained by the surviving player. Players are encouraged to create characters they think will best defeat their fellow players. (See Character Generation Rules below) Pre Gens available to those short on time. Cash prizes for those savage enough to win them.

## In Too Deep

**System:** Dread  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 7, 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Schoner, Brian

Want some genuine tension in your horror RPG? Try Dread, the game with no dice and no character stats just a background, a story, and THE TOWER. In this brand new scenario, you play a heavily armed Special Forces detachment investigating a possible terrorist attach on an offshore Arctic oil platform. You're elite, well trained, and well armed; what could possibly go wrong? Rules taught.

## Interception

**System:** Shadowrun 4<sup>th</sup> Edition  
**Difficulty:** Detailed  
**Req. Exp.:** None  
**Sessions:** 3, 5, 6, 7, 10, 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Smith, Matt

Players are welcome to use existing character, pregens will be provided if necessary. A set of d6's and pencil is all that's required. Mission description. The runners are contacted to hunt down a currier for an illegal orginization. The

city is in hard times, vast parts of it are ruins from natural disasters and anarchy.

## Into the Nexus

**System:** D&D Version 3.5  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 4, 7, 8, 11, 12  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Conboy, Joshua

Into the Nexus is based on the books the Death Gate Cycle. D&D 3.5 based. We will running several games this year including. Slave airship escape (PvP). Farsight Problem (save the world mission), and the brand new Labyrinth! (See who lives the longest).

Great fun. Characters provided. Buy early we sell out every year.

## Introductory Adventures

**System:** Fractured Kingdom  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1, 2, 3, 6, 10, 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Silva, Dave

The world has grown cold under the ashes of the Great War. Divided across political, industrial and religious lines, even the fabric of the world has begun to unravel. In this dark future you play as a Lucid with the powers of the Dark, Grave, Slumber

or Verdant at your command. Do you have the strength to survive? Play in one of 3 demos.

Find out more at [FracturedKingdom.com](http://FracturedKingdom.com).

## Jailbreak

**System:** Unknown Armies  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 13  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** McBride, Paul

A group of convicts escape and hijack a car...in a heavy storm they run out of fuel and stumble upon a remote farm, their haven until the next day... This is an "Unknown Armies" one shot by Greg Stolze in which the players choose to play the convicts, the hostages or the owners of the farm.

This has a strong adult theme and conflict is encouraged.

Be prepared for some surprises too...

## John Hughes High: Class of '87

**System:** Fate  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2, 5  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Thompson, Michael

Twenty-seven years ago you stood against the forces of darkness. Now the class of '87 is having its 25 year reunion. Your lives didn't turn out how any of you expected, but it's time to put that behind you and party like it's

1987. Unfortunately, it looks like evil also RSVPed 'Yes'. It's *The Breakfast Club* meets *Buffy*, so pop your collar, grab your Members Only jacket, and gel up your hair.

## Knights of the Square Table

**System:** HeroQuest  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 5, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Millians, David

The Mists of Doom have surrounded the Old Barony for generations and kept it from news of the outside world, if the outside world still exists. Now a couple of farmers report the North Wood mist has faded away. Someone's going to have to investigate...

## Land of the Lost Lightening Crystals

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Bryant, Peter

This is a pulp like Savage Worlds adventure in the Hardwired Hinterlands setting. If you like Indiana Jones or Laura Croft, this adventure is for you. No experience, characters, or supplies required.

The mission is to recover a batch of stolen Lightning Crystals. They were last seen aboard a Zeppelin that went down over "Dino Island". Danger lurks everywhere but the prize is too good to resist!

## Legion of Shadows

**System:** Savage Kingdoms  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Yow, Mike

On the fringes of the once proud Lorinthian Empire, in the frontier province of Hibernium, death and destruction and plague have run amok and even the gods themselves have turned the other cheek. An entire settlement gone, burned to ashes, and the legion sent to investigate has all but vanished. Come be one of the first to playtest this new dark fantasy RPG making its Dragon\*Con debut!

## Mad-Lib Heroes: Troubles with Terrible, [Timid animal]-Men

**System:** Fate  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 5, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Thompson, Stephen

In yet another participle packed superhero romp, a new team of [noble adjective] heroes throws down against the terrible [timid animal] men. Liberally douse your customizable character template with your creative

juices and set your creativity to MAX as you attempt to save [Virtue] City before the citizens are gently chewed to death!

## Make Your Kingdom!

**System:** Meikyuu Kingdom  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 7, 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sanchez, Matt

The whacky Japanese dungeon raiding role playing game in English! Years after the great Event, where the entire world became one giant labyrinth, you and your buddies decide to lead your own tiny kingdom to greatness!

Come experience the zaniness that helped propel the Adventure Planning Service to fame in Japan.

No dice, experience, or Japanese ability required. Just bring some fun!

## Marvel Super Hero Mash-Up

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2, 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Geddings, Will

Play as some of your favorite Marvel Super heroes as they fight some of the most diabolical super villains known to man!

## Mellor Escape from Hatsumi Base

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 7  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sheffer, Bruce

Mellors are an interdimensional scourge of shapechangers. Getting into Hatsumi Arctic Base undetected is a disaster. You are those Mellor. Escape from isolation and destroy the Earth! This is a

Fringeworthy setting, the game of exploring alternate earths and other places.

## Murder at Chexsex House

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 6  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sheffer, Bruce

Neighbors were shocked when a vagrant was found chopped to pieces in the vacant house made of railroad ties. Now strange lights have begun to appear around it. Can your team solve the mystery?

This is a Bureau 13 game setting.

## NeoExodus: Encounter at Ramat Bridge

**System:** Pathfinder  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 1, 2, 5, 9, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Palmer, Jonathan

Things are brewing along the Abaddon River. The armed forces of the Arman Protectorate are preparing something. Across the river, the Janus Horde is on the move and their raids are growing more and more frequent. A powerful Imperial senator needs to know what is going on and, with any luck, stop the situation from escalating. An adventure for 3<sup>rd</sup> level characters.

## Nightmares in Crayon on Canvas

**System:** Fate  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 3, 7  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Thompson, Stephen

The monsters are real, but the adults can't see them. Exiled for the summer to Art Therapy Camp, you meet other kids who've seen them too, and together you're brave. So when a camper is snatched into his painting,

you decide to fight back, even if it means walking into the nightmare landscapes of your own drawings. This horror story isn't suitable for young players.

## Nocturnal South Episode 1

**System:** Vampire: The Masquerade 3<sup>rd</sup> Edition  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 3  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Stokes, Jonathan

Step out into the night and join the damned of Atlanta in the eternal struggle for power and control.

## Nocturnal South Episode 2

**System:** Vampire: The Masquerade 3<sup>rd</sup> Edition  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 7  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Stokes, Jonathan

Step out into the night and join the damned of Atlanta in the eternal struggle for power and control.

## Nocturnal South Episode 3

**System:** Vampire: The Masquerade 3<sup>rd</sup> Edition  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Stokes, Jonathan

Step out into the night and join the damned of Atlanta in the eternal struggle for power and control.

## Savage SUNDAY Night!

**System:** Savage Worlds  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Black, Jodi

Hosted by Beautiful Brains Books and Games; prizes provided by Pinnacle Entertainment Group, creators of Savage Worlds tabletop roleplaying game system. Pregens provided. No experience necessary.

Savage Worlds is the fastest and easiest fully detailed roleplaying game you'll ever play. Designed as a Game Master's dream, you can fight out massive battles quickly in one simple, fast playing system!

## Scarytale Wedding

**System:** Call of Cthulhu d100  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 7, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Billings, Randy

Last Year Vincent Churchill, surrounded by family, found love aboard a nightmare cruise. This year, he's getting married and all the family and friends are invited to his wedding at the ancestral family castle in

Hawksmoor England. There are some unexpected guests and a more unexpected murder. This is a continuation of the games I've run the past two years at Dragon\*Con. No prior knowledge is necessary.

## School is back in!

**System:** ADGNEPSEF555  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 5, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Lewis, Andrew

Advanced Dimensional Green Ninja Educational Super Elementary Fortress 555 is an RPG based on the greatest TV show of the same name. Players take the role of students in the school and complete a full episode each session!

Players will be rewarded with CANDY!! REAL CANDY!! do you have what it takes to be a student in the greatest anime TV show of all time?! No experience needed!

## Scroll of Immortal

**System:** Shinobigami  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 6, 8, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sanchez, Matt

The Japanese role playing game of modern ninja combat in English!

The centuries long rivalries between the ancient ninja clans continue even today, unbeknownst to the general populace.

Using lost lost arcane arts, political puppetry, and pure skill, each clan searches for the secret of Shinobigami.

No dice, experience, or Japanese ability required; just lots of creativity and a fun attitude!

## Shadow Island

**System:** D&D 4.0  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 5, 9  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Hatcher, Danny and Bowers, Matt

Come play D&D 4e with the Crimson Bastards. A local landmark tavern is falling on hard times and it is up to the players to brave a dangerous nearby island full of undead and fell shadow creatures to find a missing artifact and save the inn.

## So You Want To Be A Vault Dweller...

**System:** Savage Worlds  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 6  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Messina, Jeff

Are you a fan of the Fallout video games? (This game is set pre war, so its ok if don't have intimate knowledge of the setting.)

We're looking for a few good Vault Dwellers to run through our application process. We will be using the Savage Worlds system (no experience necessary). We provide the characters, dice, pencil and paper. You need only bring yourself and a sense of whimsy!

## SRM04-04 Smuggler's Blues

**System:** Shadowrun 4<sup>th</sup>  
**Edition:**  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 1, 9  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

Fiona Craig is in trouble again, stranded in the wilderness outside of Seattle. The runners need to get to her and escort her and the artifact she's carrying back to Seattle and protect them from the Aleph Society.

## SRM04-09 Assassin Nation

**System:** Shadowrun 4<sup>th</sup>  
**Edition:**  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 3, 9  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

A terrorist, an Assistant District Attorney, and a gangster make a plan. It sounds like a bad joke, but there's nothing funny about this punch line. A group of runners are set up to take the fall for several murders, including the Seattle District Attorney and several members of Project Freedom.

## SRM04-05 On a Silver Platter

**System:** Shadowrun 4<sup>th</sup>  
**Edition:**  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 2, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

MacCallister has tracked down his daughter's killer. He hires both the runners and the Black Knights to investigate and bring him George Mathers, a VP at Knight Errant who has taken refuge with Humanis.

## SRM04-10 Romero & Juliet

**System:** Shadowrun 4<sup>th</sup>  
**Edition:**  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 4, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

When a jade cup and an artifact researcher go missing, zombies begin to rise in Seattle. Can the runners stop the rising zombies, or will they become zombies themselves?

## SRM04-06 Hard Target

**System:** Shadowrun 4<sup>th</sup>  
**Edition:**  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 6, 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

A mysterious artifact is in the hands of the Illuminates of the New Dawn and the only way to find it is a rather unlikely source who is not going to talk to the runners willingly. Take down a particularly hard target and find out where the Illuminates are holed up

before they complete their ritual, or things will get...

## StarRunners—Senator in Distress

**System:** Shadowrun 4<sup>th</sup>  
**Edition:**  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1, 2, 9, 10, 13, 14  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Ferenczy, Jonathan L.

A senator, an underground gang, and a blackmail; everything that makes living on Courescant profitable for you. Just be careful to avoid the police, rival gangs, betrayal, and the truth. This is a custom modification of Shadowrun 4<sup>th</sup> edition in a Star Wars setting. Pregenerated

characters will be provided.

## SRM04-07 Burn

**System:** Shadowrun 4<sup>th</sup>  
**Edition:**  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 7, 12  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

MacCallister hires the runners to investigate and stop a series of apparently accidental fires and explosions that are happening in the Ork Underground and getting a fair deal of media attention. What starts in a virtual bar can only end in suffering, misery, and blood.

## Startling Developments Detective Agency: A New Franchise

**System:** Various indie and small press games  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 1, 9  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Ken Ditto

It is the Year 1924 in New Arcadia; a City of sinister mysteries, whispered secrets, orange trees, amorous automata, and the occasional horde of homicidal hobos. It is up to you, loyal employees of the newest franchise office

to uncover those mysteries, gather those secrets, battle those burns, fend off automata, and perhaps gather citrus. It starts with a strange phone call and an overdue book.

## SRM04-08 Brothers United

**System:** Shadowrun 4<sup>th</sup>  
**Edition:**  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 2, 8  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Missions Coordinator

An insect shaman is using a powerful artifact to summon spirits into the bodies of innocent children. The runners are hired to stop him, save the kids, and prevent a powerful spirit from being unleashed on the world.

## Teens, Monsters and...World Culture Day?

**System:** MonsterHearts  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Kelley Vanda

MonsterHearts is an Apocalypse World hack by Joe McDaldno about teenage monsters and the tangled, angst filled lives they lead. The skins and themes run a la Buffy, Twilight, Vampire Diaries,

Jennifer's Body and other such media. Come enjoy fangs, hexes and teenage drama at its finest. More info can be found at [buriedwithoutceremony.com/monsterhearts/](http://buriedwithoutceremony.com/monsterhearts/).

## The Arcadian Gates

**System:** InSpectres  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 3, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Brian Schoner

The local InSpectres franchise ("Because it's not just a vampiric infestation it's YOUR vampiric infestation!") where you work has been called upon to deal with some paranormal happenings at

a local nursing home. This is your first field mission don't screw it up! This is a fast moving, player driven RPG that's like Ghostbusters crossed with a reality TV show. Characters created in play.

## The Baron's Quest

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Bryant, Peter

Your team of interdimensional explorers have been sent to secure trade negotiations with a world that is still in its medieval time period. You find that the baron has been forced from his keep and his

family is currently hold up in a secret cellar. He offers accept the negotiations and more if they will travel to his keep and rescue his family.

Everything is supplied, just show up!

## The Cheese Grinder X: Fromage Rising

**System:** Pathfinder  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 1, 2, 3, 4, 5, 6, 7, 8, 11  
**Duration:** 1 hr.  
**Cost:** \$1.00  
**GM:** Lee, Wesley

The infamous Cheese Grinder is now a decade old! Players create their cheesiest 11<sup>th</sup> level Pathfinder character, using our rule set and are thrown into a dungeon of death.

This is a round robin style play tournament. One dies another takes his place. It lasts for 48 hours non stop. 6 finalist will battle it out to be crowned The King of Cheese X.

For details visit [thecheesegrinder.com](http://thecheesegrinder.com).

## The Children of Ishiti

**System:** Conan D20  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 4  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Yow, Mike

In deepest, darkest Stygia, many ancient evils lurk. Much of them can be attributed to Set, the serpent god of olde, but not all. When the desert crossing caravan of our heroes runs afoul of

the harsh elements, strange events unfold in their desperate attempts at survival! A Conan OGL/D20 sword and sorcery yarn set in Robert E. Howard's Hyborian Age, for character levels 2-3.

## The Coming of the Cosmic Microbus

**System:** Marvel Super Heroes RPG (d100)  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 3, 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Kennedy, David

Saving the world, solving murders and defeating the Cthulhu cult is all in a days work for the local high school investigators until the Cosmic Hippy literally crashes the pep rally before the big game. Bring yourself and your

sense of fun. The game will use modified Classic Marvel. No experience necessary. Saving the world, solving murders and defeating the Cthulhu cult is all in a days work for the local high school investigators until the Cosmic Hippy literally crashes the pep rally before the big game. Bring yourself and your sense of fun. The game will use modified Classic Marvel. No experience necessary.

## The FATE of Amber

**System:** Fate  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 7  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Acker, Scott

Play test a FATE RPG adaption of Zelazny's Amber chronicles. Play a book character or create your own. This is fan created free game adaption. Email me for access to playtest

materials to create your character. If not, I'll have several pre generated characters available.

## The Forbidden Passage

**System:** Dungeon World  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Apold, Andrew

The mountain passes close for the winter after the first major snow. But there were still weeks before that should happen when you took a commission to deliver a mysterious parcel to a town on the other side. Then... an unnatural blizzard descended, closing the pass, and your job was a failure... or was it? There was also the forbidden passage... below the mountain. But no one goes that way...

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## *The Gauntlet: Now featuring the Decapitator 3,000!*

**System:** D&D 4.0  
**Difficulty:** Detailed  
**Req. Exp.:** Some  
**Sessions:** 13  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Hatcher, Danny

In the interest of keeping up with the times and always raising standards the Drow of X'mtar'm have created the Gauntlet. A pre graduation test for all those budding young Drow and you have been invited (forced) to test it before anyone else gets the chance! That's right you will be one of the first to enjoy this monument to Underdark Education whether you like it or not, and we hope you don't!

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## *The Gods of Risenmire*

**System:** D&D Version 3.5  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 2, 7, 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Gowell, Gabriel

Come, uncover the mysteries of Risenmire Swamp, challenge the gods that rule the feral lands with wanton cruelty, leave a trail of bloodshed and carnage in your wake as your adventures take you from ancient sepulturas to the rancid waters of the Risenmire. D&D 3.5 Ed 15th level, pre made/customizable characters. Some experience necessary.

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## *The Grand Arena*

**System:** D&D Version 3.5  
**Difficulty:** Easy  
**Req. Exp.:** Some  
**Sessions:** 1, 2, 3, 5, 14  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Efird, Patricia

This game is about competing in an gladiator arena style fight with other players against monsters, devils, and fiends to test your skills and might. You can choose to fight what you are pitted against each other or you can fight the monsters. good luck to all and all are welcome to try their hand.

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## *The House of Silence and Shadows*

**System:** GURPS  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 3  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Griner, Travis

"My life had been what some would call interesting. I would disagree. Give me safety and boredom until the end of my days."

"Sadly, I cannot attain that peace, and can only offer you the opportunity to find it for yourself."

"Within each of these boxes you will find the tools of your doom. I pray you find the path to freedom within each other."

"It's a Dead Man's Party, who could ask for more?"

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## *The Joys of Microgames*

**System:** Various indie and small press games  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 3  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Cassell, Arnold

Cyberpunk, Old Fashioned Samurai, Silly Mud Dragons, XXXtreme Street Luger, Dancing Animal Lawyers, and more!

There are a lot of "little" games out there, and though some are silly and fun, some can hit hard and bring friends closer together. We've got four hours, and a dozen games. We're sure to find one you like. All will be enthusiastically, lovingly presented. All materials provided.

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## *The Last Convention*

**System:** Call of Cthulhu d100  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1, 13  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Billings, Randy

You are Agents of Delta Green, cultivated from organizations around the globe you are sent out to deal with the strange and unusual: Investigate, Eliminate, Obscure. Your assignment is to investigate Chimera-Con.

The founder committed suicide three days ago and warned of The End of All at his convention. Your assignment: make sure it doesn't happen. We'll be using pre-made characters.

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## *The Life of the Party*

**System:** Savage Worlds  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 7, 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Thompson, Calvin

After the defeat of those weird metal shrimp, the mayor decided to throw you a party. It was going so well until a few of the guests started eating people. Now you have a vampire problem on your hands, and there is some sort of four armed gorilla thing in the buffet room. At least you remembered to grab your crossbow, right?

No experience or gear needed.

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## *The Pittsburgh Ripper*

**System:** d20 Modern  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 2  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sheffer, Bruce

A vagrant is torn to pieces in Pittsburgh's downtown Point Park. Can your team of supernatural investigators stop this from happening again? This is a Bureau 13 game setting.

## The Quinquennial Adjudication of Couture

**System:** Dying Earth RPG  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 2, 6  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Schoner, Brian

Every five years, the humble town of Quand plays host to the incomparable sartorial display known as the Adjudication of Couture. Whether as contestant, judge, or observer, you have come to make your fortune, likely at the expense of the other players. Bring your most baroque vocabulary and a wicked sense of humor, and sample this RPG based on Jack Vance's *Dying Earth* books! Characters provided.

## The Ruby Phoenix Tournament

**System:** Pathfinder  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 4, 8, 12  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Weeks, Thomas

RPG. Set in the Dragon Empires of the Pathfinder campaign setting, the adventure serves as an ideal introduction to the folk and fighting styles of the lands encompassing the Eastern inspired continent of Tian Xia, and contains a fully detailed island location and a brand new monster sure to challenge players in any campaign setting.

The Ruby Phoenix Tournament is an event based adventure for 11th level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest

## The Scathed of Xantacle

**System:** Fate  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 3  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Akil Brooks

Now fully aware of how close they came to falling into the magocracy's grasp, the guilds of Xantacle wasted no time in ordering you and your fellow witch hunters to pursue the fleeing infiltrators. However, when you find them, you must not kill them. Sap their will and drag them back to receive justice behind the very walls they sought to tear down... at the hands of those whom they ensorcelled...

Now fully aware of how close they came to falling into the magocracy's grasp, the guilds of Xantacle wasted no time in ordering you and your fellow witch hunters to pursue the fleeing infiltrators. However,

## The Scroll of Tsohemenes

**System:** Conan D20  
**Difficulty:** Basic  
**Req. Exp.:** None  
**Sessions:** 6  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Yow, Mike

A wealthy noblewoman in Messantia, jewel of Argos, greatest harbor city in the West, is hiring daring adventurers for a long distance voyage that may take them far along many coasts, perhaps even to fabled Tortage or places farther still. Seems she's seeking a piece of ancient and half forbidden lore. A Conan OGL/D20 yarn for character levels 4-5, set in the Hyborian Age of Robert E. Howard.

A wealthy noblewoman in Messantia, jewel of Argos, greatest harbor city in the West, is hiring daring adventurers for a long distance voyage that may take them far along many coasts, perhaps even

## The Slender One

**System:** D&D 3d Edition  
**Difficulty:** Basic  
**Req. Exp.:** Some  
**Sessions:** 7, 11  
**Duration:** 3 hrs.  
**Cost:** \$3.00  
**GM:** James, Aaron

The children of an isolated coastal town are disappearing, and it's up to you and your party to discover the source of the disappearances and stop them. Can you find the cause of the disappearances before it's too late? Can you face your own fears and delve into the darkness to stop pure and unadulterated evil?

## The Strange Death of Daniel Stuart

**System:** d20 Modern  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 9  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sheffer, Bruce

The Boston Globe has reported the death of Daniel Stuart as a result of a freak drowning accident in his home. This in itself is not worth investigating. However, Daniel Stuart was a Bureau 13 agent and the sole survivor of Team Icebreaker.

Your mission is to confirm the accidental nature of Daniel Stuart's death. Dan Stuart was a hell of a good agent. This is a Bureau 13 game setting.

## The Temple of the Devil

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Skipper, Adam

A Savage SUNDAY Night game. Pregens avail. No exp. necessary. You awaken by a noise that you can't quite figure out, then you recognize the sounds as shouts, you scramble back to your feet and force yourself to run for the jungle in front of you. Running deeper and deeper through the jungle you find yourself in a clearing. As you reach the center of the clearing, you are startled by a noise behind you. Then the earth opens up and the darkness swallows you...

## They Are All Dead

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 10  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Sheffer, Bruce

Your Interdimensional exploration team returns to that alternate Earth filled with undead zombies. You try another portal, hoping to find some place of stability. This is a Fringe-worthy setting, the game of exploring alternate earths and other places.

### ***Thieves' Nights: The Calistrian Job***

**System:** Pathfinder  
**Difficulty:** Detailed  
**Req. Exp.:** Extensive  
**Sessions:** 2  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Campbell, J. Kip

Thieves' Nights: The Calistrian Job is a role playing event set in the Garden District of Tiers. In this Thieves' Nights adventure players will have to plan and execute a heist from a fortified mansion.

Floor plans & models provided to aid in the planning process. Players are encouraged to create their own characters they think will best defeat the module. (See Character Generation Rules below) Pre Gens available to those short on time. Prizes for those clever enough to win them.

### ***Trails of Mud and Mist***

**System:** HeroQuest  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 6, 13  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Millians, David

Gu Ah District, in the east of Kaisen Province, is an ancient district of the Dragon Empire of Kralorela. Its more remote villages rarely see the commerce of the central districts. That's an opportunity!

### ***Trouble at the Mines—Apocalypse Prevention, Inc.***

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 11  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Lasanta, Eloy

A missing agent and danger at the mines? How will the agents deal with a threat that's larger than life?

### ***Wanted: Scallywags, Scoundrels & Scurvy Dogs***

**System:** Pathfinder  
**Difficulty:** Basic  
**Req. Exp.:** Extensive  
**Sessions:** 3  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Campbell, J. Kip

Wanted: Scallywags, Scoundrels & Scurvy Dogs takes place in the warm waters of the Salton Archipelago. Set amongst tropical isles, this adventure is equal parts melee & (bad) roleplaying.

Players are encouraged to create their own characters they think will best defeat the module. (See Character Generation Rules below) Pre Gens available to those short on time. Award for best player.

### ***Why Is the Night Bumping?! That's Our Job!!***

**System:** Savage Worlds  
**Difficulty:** Easy  
**Req. Exp.:** None  
**Sessions:** 1, 7, 13  
**Duration:** 4 hrs.  
**Cost:** \$3.00  
**GM:** Geddings, Will

You play a monster turned adventurer trying to rid the stereotype of all monsters wanting to kill all humans. You and your team are called to battle a terrible threat trying to destroy a small town. Playable characters include; a Werewolf weird scientist, a Vampire Hex slinger, a Patchwork Man, an Indian Shapeshifter, a Phantom, and a Harrowed Veteran of the West. This is in the Deadlands Setting!

## VIDEO GAMING TRACK

### Friday

#### ***Ratchet & Clank: Meet the Team from Insomniac***

11:30 am; 209/210/211, Hilton

Come meet two developers and get into the nuts and bolts of Ratchet & Clank and Insomniac. G. Baldwin, D. Guertin

#### ***Voice Acting for Videogames***

1:00 pm; 209/210/211, Hilton

Come meet the talented behind the voices of Portal, Mass Effect, Half-Life, and other games we love. Ellen might even sing about cake! R. Sarge, J. Lowrie, E. McLain

#### ***Meet Gearbox***

2:30 pm; 209/210/211, Hilton

Meet part of Gearbox's design team for Borderlands 2. They'll have Claptrap stories. Gearbox also made Aliens vs. Predator and Brothers in Arms. J. Hemingway, R. Varnell

#### ***Infinity Blade: Dungeons***

4:00 pm; 209/210/211, Hilton

Come learn the future of iPhone/iPad standout Infinity Blade, with lead designer Frazier and world-renowned fantasy author Sanderson. B. Sanderson, M. Capps

#### ***The Art of Videogames***

5:30 pm; 209/210/211, Hilton

Come learn about the evolving world of videogame art, and what it's like to build characters and worlds that players love to frag and destroy. T. Lockwood, G. Baldwin, D. Guertin, J. Brown, J. Bridges

#### ***Getting into the Videogames Industry***

7:00 pm; 209/210/211, Hilton

Looking to enter the industry? Surely a high gamerscore is enough, right? Meet pros from all disciplines and learn the secrets of a great portfolio. G. Baldwin, J. Hemingway, J. Brown

### Saturday

#### ***League of Legends: Meet Riot Games!***

11:30 am; 209/210/211, Hilton

Discuss with members of the Riot Games team the process of development of the many beloved champions of League of Legends. B. Marques, M. Laygo, M. Milizia, A. Silver

#### ***Videogame Art Portfolio Review***

1:00 pm; 209/210/211, Hilton

Artists, want to get into the videogames industry? Riot and other premier studios will provide advice on your portfolios. B. Marques, M. Laygo, M. Milizia, A. Silver

#### ***The 3 Grand Eras of Game Development***

1:00 pm; Crystal Ballroom, Hilton

Come hear Lord British speak to the history and future of videogames, covering three eras: solo play, MMOs, and social/mobile games. R. Garriott

#### ***Fortnite***

2:30 pm; 209/210/211, Hilton

Build cool forts to defend against monsters each night. The Epic team will bring unreleased footage, great stories, and maybe some swag! M. Capps

#### ***Meet BioWare***

4:00 pm; 209/210/211, Hilton

BioWare's games have delighted us all for two decades. What's their secret? How do they make great products we love? Come find out! D. Gaider, C. Priestly

#### ***Creating Characters in Video Games***

5:30 pm; Capitol Ballroom, Sheraton

Join Gaider of Dragon Age and Avellone of Fallout, and Felicia Day, who voiced both, to discuss the creation of characters in video games. M. Capps, F. Day, C. Avellone, D. Gaider

#### ***Games of the Apocalypse***

7:00 pm; 209/210/211, Hilton

What fascinates us about The End? Why's it a ripe setting for games? Talk to the creatives behind Borderlands, Wasteland, Fallout, and Gears of War! M. Capps, C. Avellone, J. Hemingway, R. Varnell

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## **Sex in Videogames**

**10:00 pm; 209/210/211, Hilton**

Games are often found at the intersection of sexuality and sexism. Hear how games from Bioware tackle issues like sex, gay romance, and inclusiveness. D. Gaider

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### **Sunday**

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## **Writing for Videogames**

**10:00 am; 209/210/211, Hilton**

Dozens of endings! Hours of branching dialogue! Enjoy lively discussion of world-class writers of Dragon Age, Saint's Row, Infinity Blade, and more. D. Jolley, M. Lee, B. Sanderson, M. Capps, D. Gaider, S. Jaros

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## **Gears of War**

**11:30 am; 209/210/211, Hilton**

Last year's Gears of War 3 debut was a huge show—come see what the Epic team has in store in Gears of War: Judgment! M. Capps, J. Brown

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## **Kingdom of Amalur**

**1:00 pm; Crystal Ballroom, Hilton**

Famed author R.A. Salvatore, creator of the Amalur universe, and Reckoning designer Frazier talk about the game that was and the MMO we may never see. R. Salvatore

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## **Borderlands 2: Return to Pandora**

**2:30 pm; 209/210/211, Hilton**

Borderlands proved Firefly didn't kill sci-fi westerns... at least not permanently! Come hear about the bigger, better, more badass sequel! J. Hemingway, R. Varnell

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## **Designing Awesome Videogames**

**4:00 pm; 209/210/211, Hilton**

An all-star lineup of videogame designers, behind Borderlands, Unreal, Kingdom of Amalur: Reckoning, Saint's Row, Neverwinter, Fallout, and more! M. Capps, C. Avellone, J. Hemingway, S. Jaros

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## **Ten, Twenty, Thirty Years of Games**

**5:30 pm; Crystal Ballroom, Hilton**

Videogames have evolved so rapidly since the Atari days' but some things stay the same. Come hear the perspectives of a 10, 20, and 30-year veteran. M. Capps, C. Avellone, R. Garriott

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## **Getting the Scoop**

**7:00 pm; 209/210/211, Hilton**

Forget the old reveal, preview, review cycle. Websites, podcasts, blogs, and forums changed how we learn about games. Are they changing games, too? V. Belmont, R. Varnell

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### **Monday**

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## **Getting into the Videogames Industry**

**10:00 am; 209/210/211, Hilton**

Looking to enter the industry? Surely a high gamerscore is enough, right? Meet pros from all disciplines and learn the secrets of a great portfolio. M. Capps, S. Jaros

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## **Reaching the Fans**

**11:30 am; 209/210/211, Hilton**

You can't make everyone happy all the time...but what if it's your job? Come hear how community managers keep their fans happy and engaged. V. Belmont, T. Jones, S. Reid, C. Priestly

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## **Meet Epic Games**

**1:00 pm; 209/210/211, Hilton**

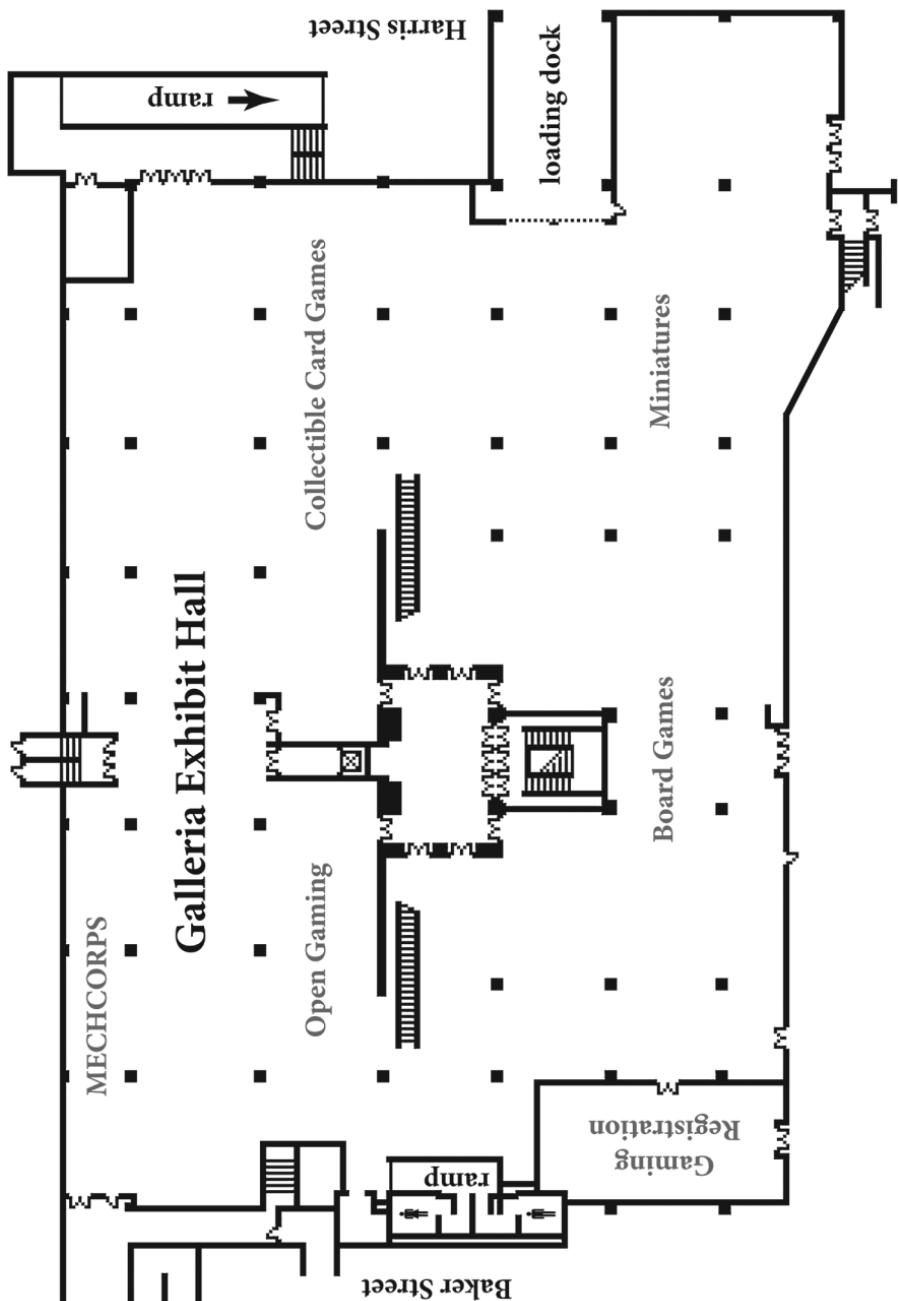
Meet the Epic crew, makers of Gears of War, Fortnite, Infinity Blade, and more. Epic's Unreal Engine powers titles like Mass Effect and Borderlands. M. Capps, J. Brown

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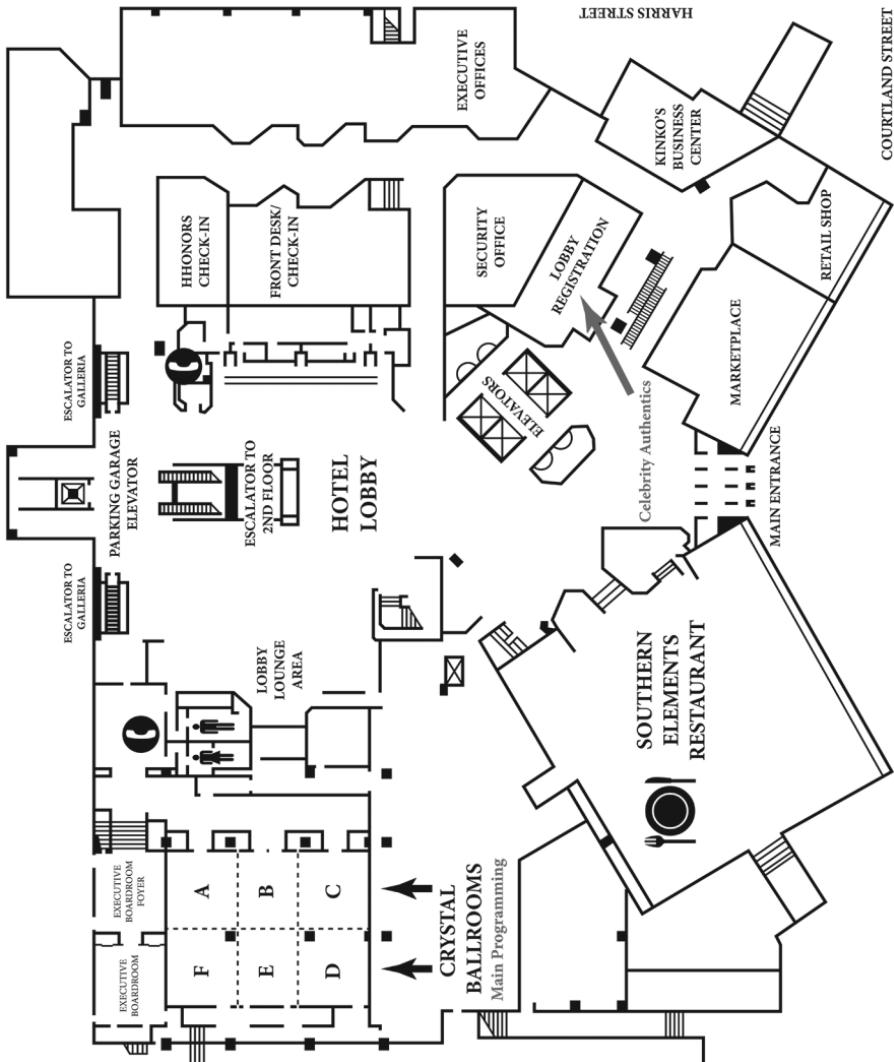
## **Saints Row 3**

**2:30 pm; 209/210/211, Hilton**

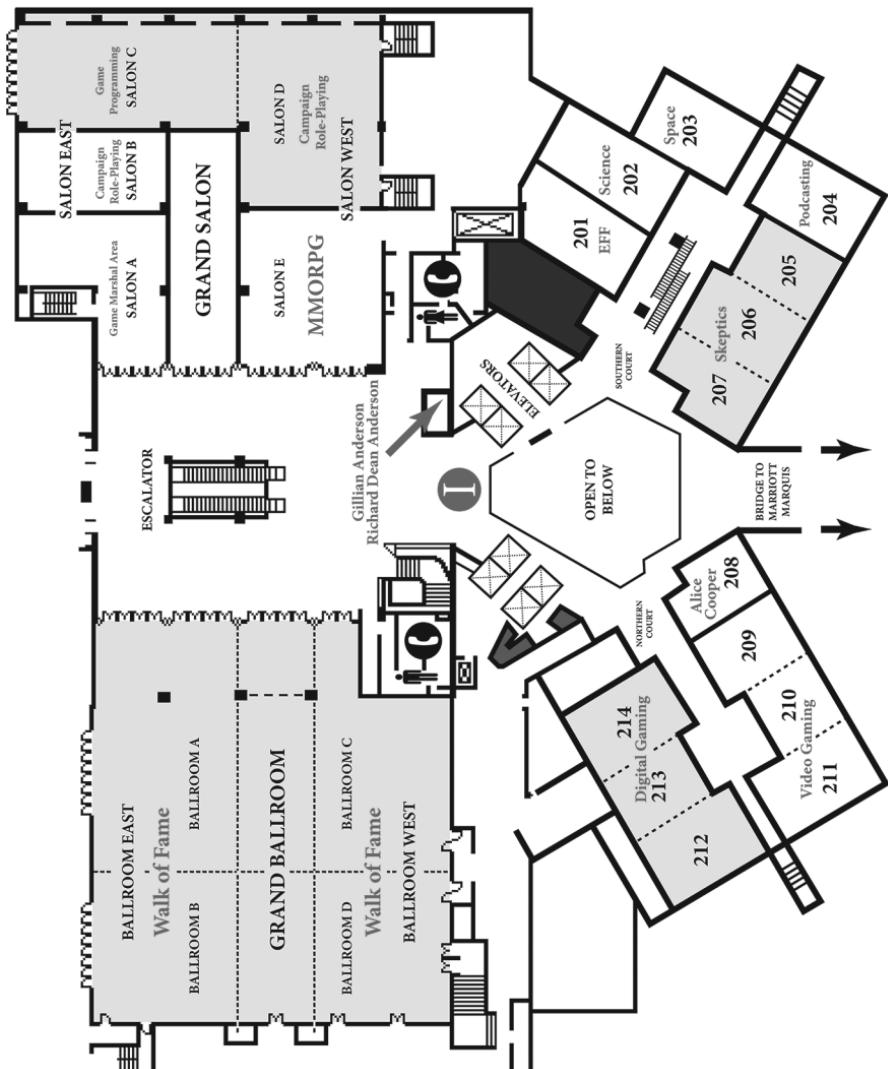
Where else can harrier jets rain missiles down on wrestler gangs while your buddy beats zombies with 3' long sex toys? Come down to Saint's Row! S. Jaros



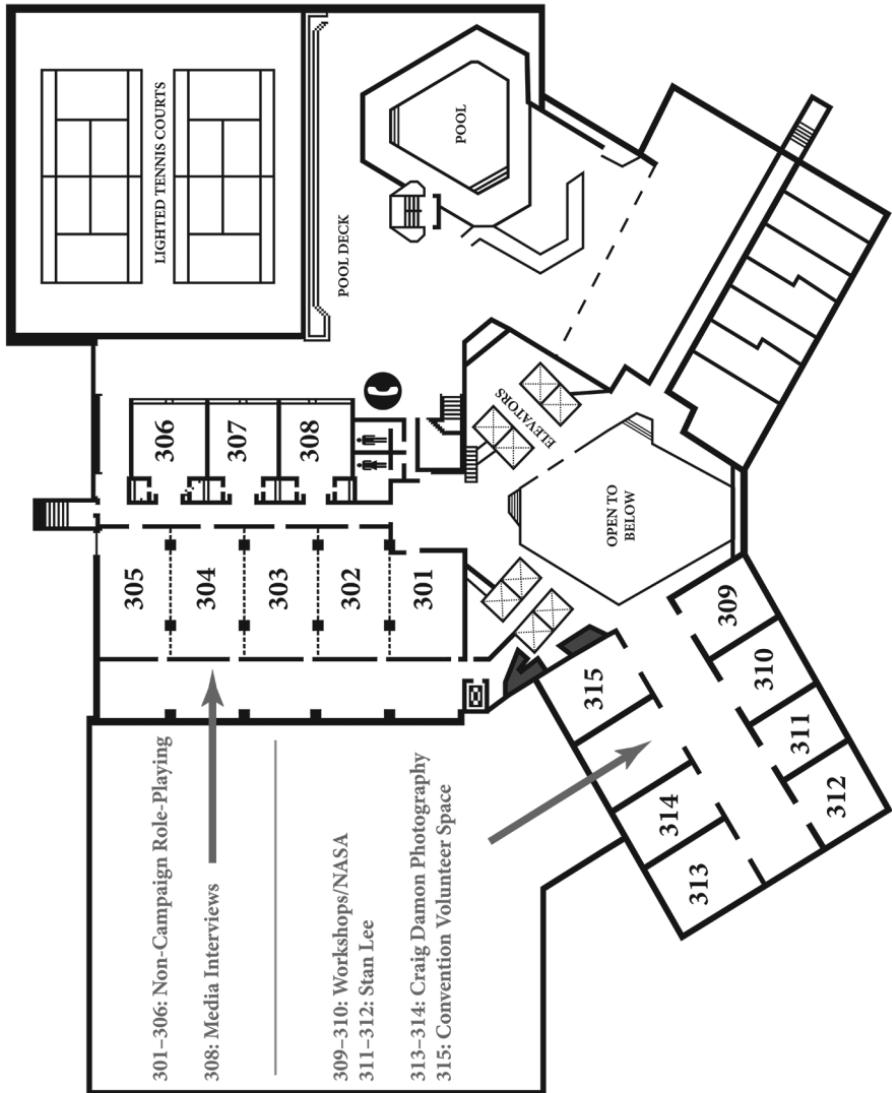
# HILTON ATLANTA, FIRST FLOOR



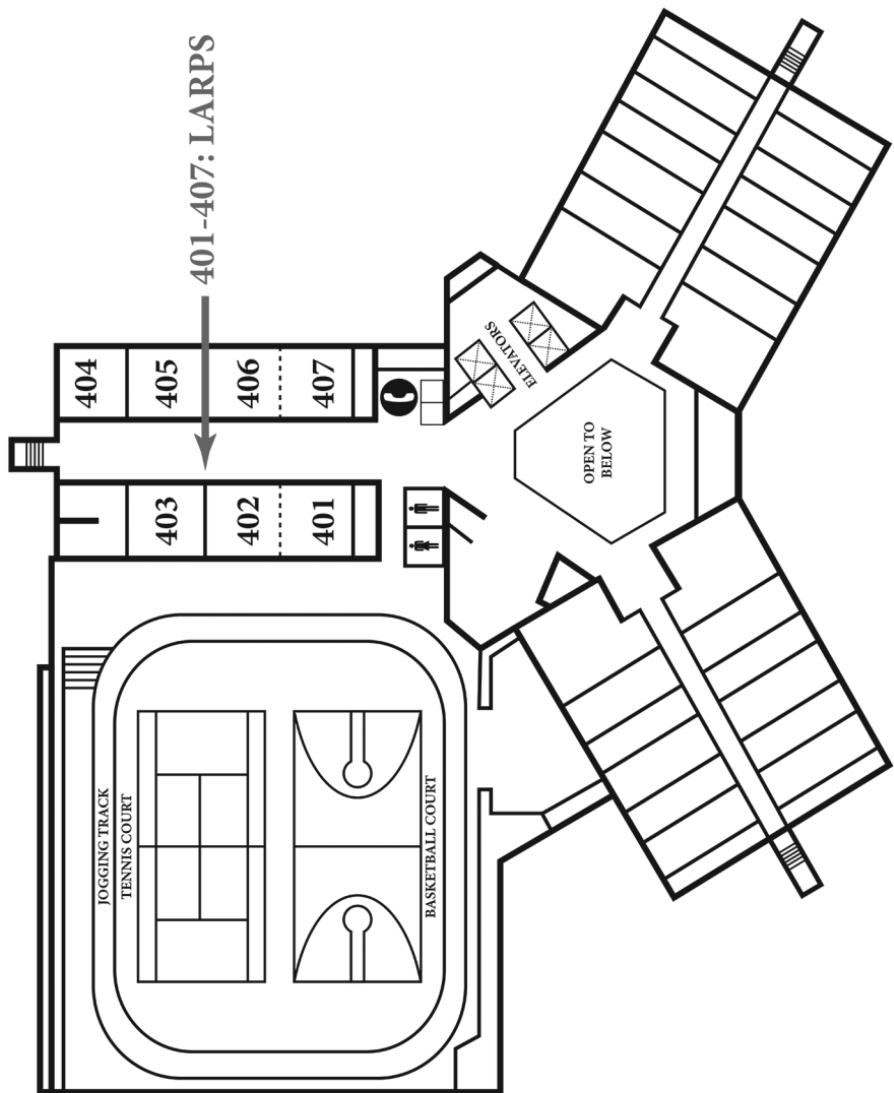
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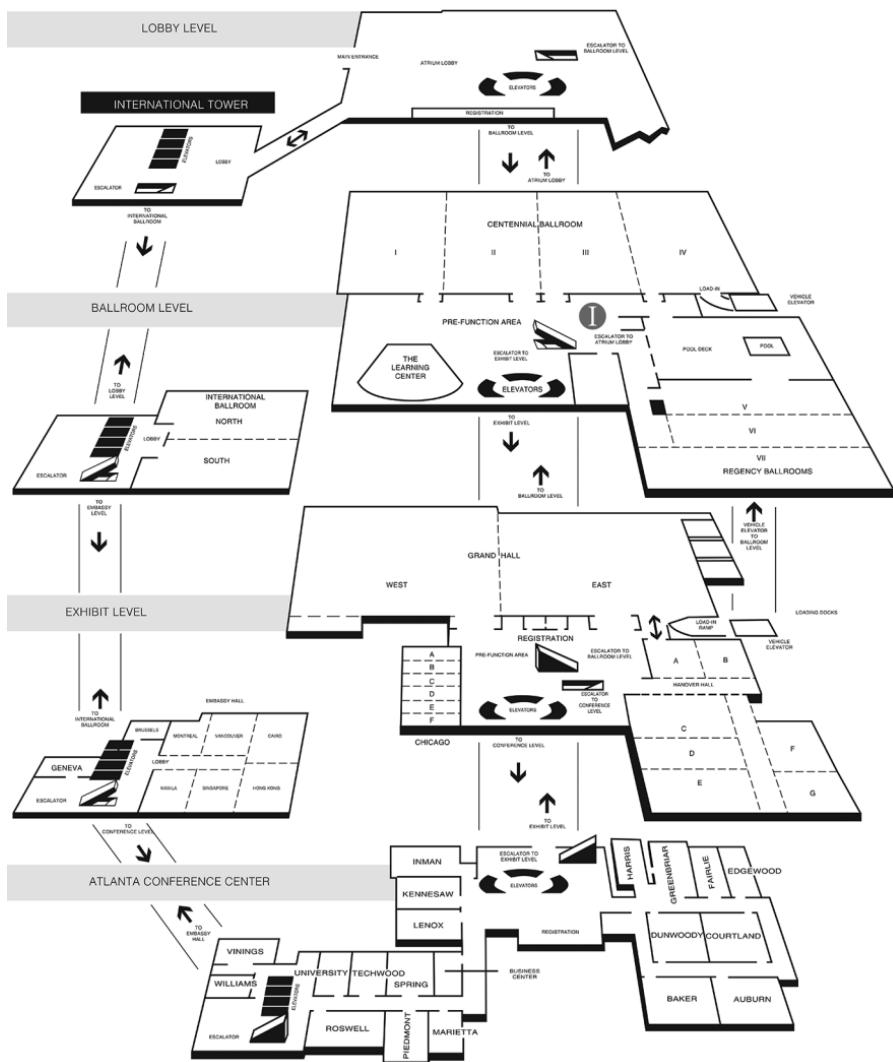
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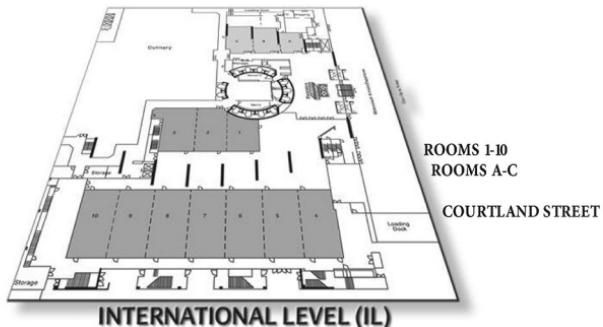
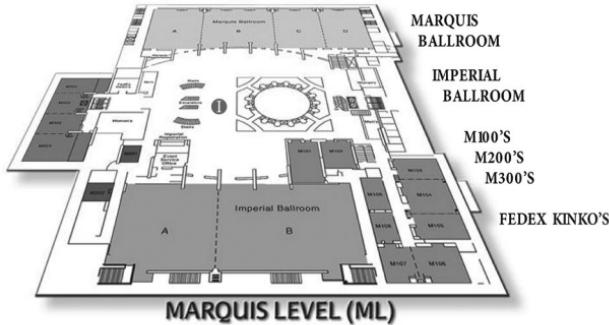
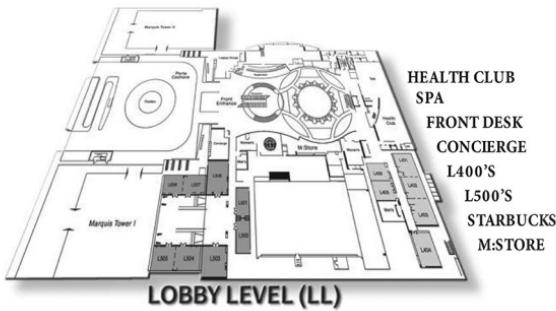
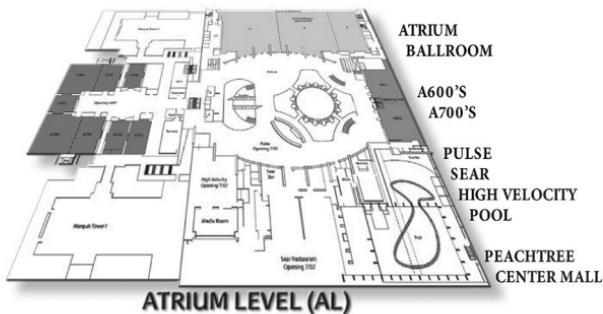
# HILTON ATLANTA, FOURTH FLOOR



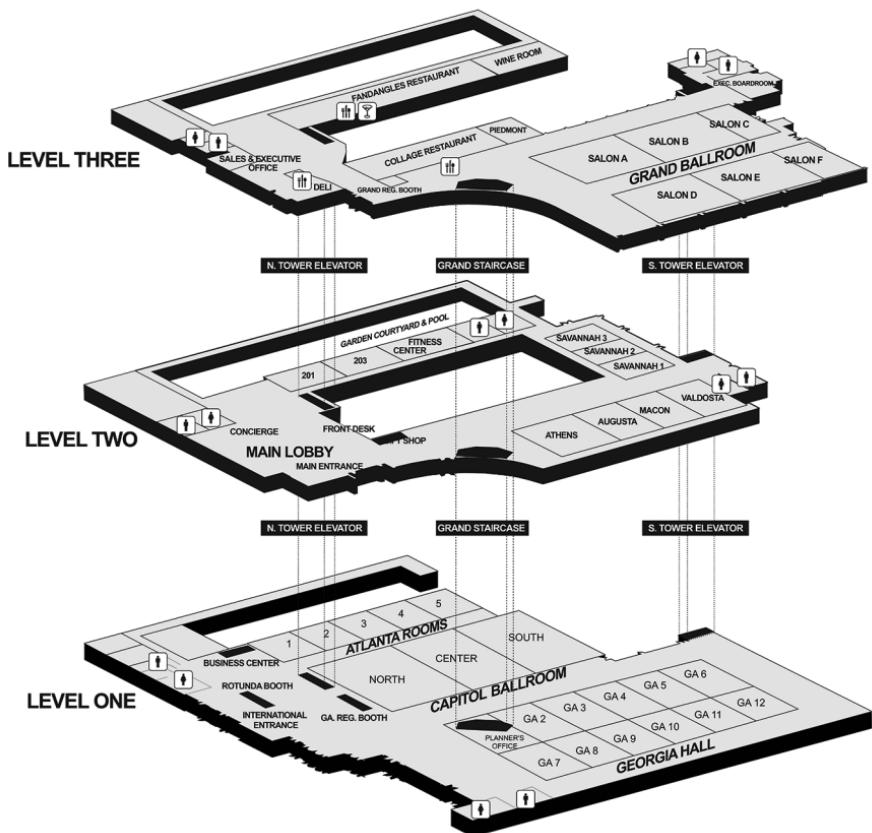
HYATT REGENCY HOTEL 3D MAP



MARRIOTT MARQUIS ATLANTA 3D MAP



# SHERATON ATLANTA HOTEL 3D MAP



## DOWNTOWN ATLANTA, HOST HOTELS

